

International Wheelchair Basketball Federation

Principles Of Contact In Wheelchair Basketball

Fifth Edition - 2002

Written and Illustrated
By

Ross Dewell

Educational Resources Officer 1999 – 2002 for
IWBF Asia - Oceania Zone, Technical Committee

Member IWBF Technical Committee 1992 – 1996

IWBF Referee since 1986

Forewords by

Robert Szyman, Secretary General, IWBF

Norbert Kucera, President, IWBF Technical Committee

Greg Love, AOZ-IWBF Secretary General



IWBF

Endorsed by the Technical Commission of the
International Wheelchair Basketball Federation (IWBF)
2001

Introduction To The Fifth Edition 2002

This Fifth Edition of *Principles Of Contact In Wheelchair Basketball* contains no new material. To prepare this Fifth Edition, I reformatted Version 4 to reduce the amount of printing required after the book is downloaded from the Internet. This edition is about 25 pages shorter than the most recent editions of Version 4.

This Fifth Edition is the latest version of a project that I began in the 1980s. My goal for that project was to refine IWBf contact theory and to clarify some areas of that theory that were either ambiguous or unexplained. The initial result of that work was the first draft of Version One of this book, which I released in 1996 at the Atlanta Paralympic Games.

I intended in Version One to present only a summary of the existing contact principles by describing those principles in terms of a new concept that I called *Path Theory*. However, it soon became clear that there was an urgent need for a more definitive text that described the principles of contact and Path Theory in specific detail. I have attempted to provide that detail in the later editions.

I first developed my ideas for *Path Theory* over a long period during the 1980s and early 1990s. Path Theory offered a new and simple way of describing many existing philosophies and principles of contact in wheelchair basketball. It clarified the existing 'grey' areas of contact theory. It filled in the holes that existed in the contact rules by defining some new concepts. It provided definitions where none previously existed.

Path Theory describes wheelchair basketball contact within a specific, consistent, cohesive framework, in clear, situation-specific terms. Path theory remains sound in the face of all recent changes to the rules, and the modern developments in chair design and technology that are changing the nature of play in our great game

I conceived the idea of Path Theory from two sources - the early concepts of wheelchair basketball contact developed by Dr Horst Strohkendl for the ISMG basketball Section, and from some basic concepts that I had developed in Australia during the 1970's independently of what is now called the IWBf. Dr Strohkendl's theory work has long been the basis of the rules for contact in ISMG and IWBf wheelchair basketball. I developed Path Theory as a new way of describing those concepts as they applied to the modern game. I did this in the belief that there had long been a need to establish a definition of *legal position* that was practical and easy for referees to judge, and easy for players to work to and understand. Although IWBf provided some guidelines about many specific situations (e.g. when a player could begin to cross into an opponent's path), many other common contact situations lacked adequate definition, and in some instances, no definition at all. For example, there was no published definition of where a player must be positioned in order to have established a legal position. It had been left largely to the individual official to make this judgement in many common contact situations without a published, official definition upon which to base this judgement. Similarly, there was no rule that defined how to set a legal screen in wheelchair basketball.

Path Theory has solved these problems. Path Theory offers a refined, clear definition of what a player must do to establish a legal position in all play situations. In a world of changing wheelchair design and manufacture, the principles of Path Theory have survived with no anomalies or exceptions. It has provided answers where answers did not exist. Path Theory has eliminated ALL of the grey areas that previously existed in the International game, yet it remains true to the intentions and principles of the IWBf rules. It does not require players or officials in any way to change their perception of the game

Path Theory describes principles of contact for both stationary and moving wheelchairs. Path Theory first recognised that contact involving **moving** players could be described in five basic situations:

- Converging Paths two opponents travelling in straight lines at an acute angle towards the same point
- Square On a player travelling square to an opponent
- Head On a player travelling head on at an opponent
- Curving Paths a player moving in a curving path with an opponent locked chair to chair.
- Pivoting a stationary player who pivots into the Path of a moving opponent

It also describes contact involving **stationary** players.

(continued)

Introduction to the Fifth Edition (continued ...)

This book presumes pre-knowledge by the reader of the FIBA principles of contact. Readers who are new to wheelchair basketball might find that a good way to start this book is to read the article on Pages N.2 and N.3 called *The PATH Theory of Contact – Some General Principles*, which gives a basic overview of wheelchair contact principles.

This book includes many other articles for supplementary reading, based upon the accumulated knowledge I have gained over more than 30 years of officiating wheelchair basketball, both within Australia and at numerous World Championships and Paralympic Games.

In preparing each of the editions of this book, I have borrowed heavily from the original concepts in the many early documents and publications on wheelchair basketball written by my friend and colleague, Dr Horst Strohkendl.

I would like to restate my thanks to two other colleagues, my good friends Greg Love of Australia and Dr Armand "Tip" Thiboutot of the U.S.A. for their invaluable assistance and support and great patience over a long period during my writing of the early editions of this book.

Greg provided many suggestions, much constructive criticism of the text, and assisted with the editing of the early editions of the book. Greg and Tip constantly examined and challenged the theory during its early years of development, and this strengthened the final outcome. I leaned heavily on Tip's eagle eye for detail in the proofreading and editing of the final drafts of those early editions. Thank you both for your support, perceptive comments, constructive criticisms and unending patience.

I would also like to thank the current Technical Commission Chairman, Norbert Kucera, and IWBf Secretary General, Robert J. Szyman, for their continuing support for the development of the latest editions of this Book.

Finally, I recommend to readers that they visit the excellent web site created by my talented colleague and friend, Australian IWBf referee and computer expert, Matthew Wells. Matthew has animated the illustrations from this book. This outstanding resource can be found on the Internet at:

<http://www.fp.eagles.com.au/mattw/Wheelchair/ContactBook/BookMaster.htm>

Ross Dewell

B. Ed Studs (Newcastle), OAM.

May 2002

Contact Details: 29 Berne Street, Bateau Bay 2261 AUSTRALIA

Email: rossdewell@iprimus.com.au *If this email address is not operating, contact me through IWBf.*

EDITING NOTE

*This Fifth Edition has only minor editing updates to the text compared to the Fourth Edition. These mainly involve the elimination of some paragraph headings that were not required with the new formatting. A few sentences have been reworded to make meanings clearer for those readers whose first language is not English. My Introduction has been updated. The new format of the book meant that some page numbers in Appendix Two needed to be updated, as did numbers on the title page of Appendix Two. Some diagrams in the Table of Contents, and in Appendix Two needed to be re-numbered. Most diagrams have been tidied up and improved, but not changed. The word **Ruling** has been replaced in all casebook examples with the word **Decision**. One important addition is a new diagram - Figure J.5 on page J.4. These are improvements to Version Four, but there is no new theory material. After downloading, you should have 73 pages in the English version. If you have more, check the page breaks.*

Those who wish to update translations into other languages of this edition can still use the wording of previous translations of the Fourth Edition that was available on the IWBf website – Version 4.95. However, new translations should use this Version Five. Inquiries about translations of this book should be sent to:

Mr Robert Szyman, Secretary General, IWBf, 5142 Villa Maria Lane Hazelwood, MO (USA) 63042-1646

Email: iwbsecgen@aol.com

A condensed version of this CONTACT Book is available from the IWBf website. It is called Quick Reference Guide To Wheelchair Contact. The current version consists of 8 pages. It summarises the basic details of PATH THEORY. It does not contain casebook examples or the Appendices.

- Ross Dewell, May 2002.



IWBF

Foreword

President, Technical Commission, I. W. B. F.

Norbert Kucera

It is an honour and pleasure for me as President of the Technical Commission to write the Foreword to Ross Dewell's book "*Principles of Contact in Wheelchair Basketball*".

This new, totally revised edition is not only an even more professional work, it contains additional, very important and revealing supplements.

This major work that Ross Dewell presents to our sport is as a very practical and usable handbook – in fact, a necessity – when considering the basics of the contact rules. It provides a very helpful and clear explanation of wheelchair contact for all people already involved in this sport, even up to the highest levels.

In the wording and the presentation of the book, the reader will sense the highly regarded practical experience of Ross Dewell as a national and international referee for more than two decades. The reader also will enjoy the pedagogical horizon in theory and education of Ross Dewell as a professional educator.

The "path theory" which Ross introduced in the first edition of his book was the basis for the contact rules in the 1998-2002 IWBF rulebook. This shows the high regard held for his work for wheelchair basketball. It is really simple to follow the guidelines that the book provides – but don't think that it was so easy to formulate them. Still more, the book verbalises a "feeling" for legal and an illegal contact and gives clear ideas how to observe this! Ross has achieved this, and I am very happy that the former President of the Technical Commission, Dr. Tip Thiboutot, supported the original development of this book, as a step forward for both our game and the understanding of our sport.

Wheelchair basketball is becoming more and more athletic as the speed of the game increases. The dynamic play is becoming more spectacular as high-tech wheelchairs enable perfect performance of skills and wheelchair handling by the players. This makes it really tough for referees who have just fractions of a second to make the correct decision about who is responsible when contact between players occurs. This book is an absolute help for everyone - for officials, coaches and players. I encourage them all to read this book!

Norbert Kucera

President

IWBF Technical Commission

February 2001



IWBF

Foreword

IWBF Secretary General

Robert J. Szyman

Tip Thiboutot, Vice President of the International Wheelchair Basketball Federation and recent past-president of the IWBF's Technical Commission, Norbert Kucera, President of IWBF's Technical Commission and Greg Love, Secretary General of IWBF's Asia/Oceania Zone and Chairman of Australian Wheelchair Athletes – Basketball Section Technical Commission, have personally and officially endorsed *Principles of Contact in Wheelchair Basketball*. Each has praised Ross Dewell's work. Their words parallel IWBF's feelings – its gratitude to Dewell, and the need for every wheelchair basketball player, coach and referee to read and digest this book cover to cover.

I cannot contribute to what has already been said about the value of the book without being tediously repetitious. Thiboutot, Kucera and Love describe the value of Dewell's work very well. I prefer to call your attention to the author.

Dewell's efforts and the outcome, the book itself, symbolise what is great about wheelchair basketball. This sport's growth and development is the result of the passion the players bring to the game and the effect this passion has on individuals such as Dewell. From Argentina to Korea, Kuwait to Zimbabwe, wheelchair basketball players have communicated their love of the game to thousands of men and women. That love has produced a force consisting of hundreds of devoted volunteers who classify, coach, referee, tutor, examine and administrate. Their good work is done, not for material gain, but for the satisfaction of seeing wheelchair basketball players demonstrate skills that determine the results of games as well as the direction of IWBF's worldwide movement.

Wheelchair basketball is a unique and mature sport built on the achievements of its players, including those who invented the wheelchair game 55 years ago. It is a sport sustained by the vital contributions of IWBF volunteers such as Dewell, a referee whose devotion exemplifies the good work of many men and women who joined the players in their pursuit of athletic excellence.

Thank you, Ross, for your important theoretical contribution to this great game!

Robert J. Szyman

Secretary General

IWBF

March 2001



IWBF

Foreword

IWBF Asia-Oceania Zone, Secretary General

Greg Love

Ross Dewell has been involved with wheelchair basketball refereeing at the top level in Australia for 31 years and internationally since 1986. His contribution to refereeing and the technical aspects of international wheelchair basketball (IWBF) is as significant as was Dr. John Bunn's work for NCAA and FIBA in the late fifties.

Originally and going back to 1986, Ross was very concerned that a definitive text dealing with contact was needed in Australia to assist referees who in many cases were isolated from the mainstream of IWBF basketball. The project however evolved into one of assisting referees, players and coaches throughout the world. Since the 3rd edition of this book was published two years ago Ross has had an ongoing commitment to upgrade the text and illustrations as the IWBF contact rules have been further defined. In fact to a large degree Ross has been of influence in helping the further defining of the rules process.

During the four years that that Ross was a member of the IWBF Technical Commission, his major project was to guide the rewriting of the contact section of the IWBF Rule Book. His simple premise was that *'if Player B had time to get there, then his opponent Player A had an equal chance to avoid contact'*. Drawing on IWBF and FIBA references, Ross continues to prove that premise to be true.

It is with great pleasure that I recommend the book and the on-line version to officials and players who wish guidance to go forward within the game.

Greg Love

AOZ – IWBF Secretary General
Australia, March 2001

The on-line animations by Matthew Wells can be found at:

<http://www.fp.eagles.com.au/mattw/Wheelchair/ContactBook/BookMaster.htm>

Original IWBF Foreword - 1997

(Published in the 1st Edition and the 2nd Edition)

Tip Thiboutot

President

IWBF Technical Commission 1997

This manual represents a significant advancement in the profession dedicated to officiating wheelchair basketball.

Drawing upon FIBA guidelines, Ross Dewell has clearly enhanced the IWBF Technical Commission's theory of crossing-the-path. The "path theory" that he has defined originated in Australia. Path theory should ultimately prevent "illegal" wheelchair contact, because players and referees will share the same point of reference, the same mental image of "legal" as opposed to "illegal" positioning.

Path theory is a simple, but not simplistic, approach to contact. Figure E2 (page E3) demonstrates that adherence to this theory can also provide a basis for a "no call" when certain contact occurs.

Dewell also provides a precise explanation of that which, in the IWBF, constitutes the act of shooting. Fouls in the act of shooting are sometimes interpreted as common, non-shooting fouls. Running basketball players almost always jump while shooting. Players in wheelchairs do not jump, an action that dramatises the act of shooting. Read Dewell's explanation. The act of shooting becomes clear.

I encourage both players and referees to read and thoroughly digest this manual's sound theories and vivid illustrations of "legal" and "illegal" defense. Then, we will all find ourselves, with Dewell, on the same page.

Tip Thiboutot



President
IWBF Technical Commission
May 1997

Contents

Page	Topic
A.1	Definitions: Path, Covering The Path, and Legal Position.
B.1	Legal Defence
B.3	Casebook Examples of Legal Defence
C.1	Crossing The Path
D.1	Converging Paths
E.1	Head On Collision
F.1	Curving Paths
G.1	Pivotting
H.1	Screening
I.1	The Act Of Shooting
J.1	Fouls Involving Stationary Opponents
K.1	Summary - Principles of Contact
L.1	APPENDIX ONE
M.1	Chair Dimensions
N.1	Covering The Path
O.1	Moving Forwards or Moving Backwards To <i>Cover-the-Path</i> : What is The Difference?
P.1	APPENDIX TWO: SUPPLEMENTARY READING
P.2	The PATH Theory of Contact - Some General Principles
Q.2	Time and Distance
R.1	Guarding Situations - The Responsibilities Of The Player With The Ball and the Defender In Wheelchair Basketball
S.1	Legal Defence - Is There A Need To Stop?
T.1	Awareness and Contact
U.1	When Is There No Difference In The Rules For On-ball and Off-ball Contact?
V.1	What Is The Difference Between IWBF and FIBA Contact Rules?
W.1	Quick Quiz
X.1	INDEX

Note: All references to rules articles refer to the **IWBF Official Basketball Rulebook 1998 - 2002** other than where reference is made to the **FIBA Official Basketball Rulebook 2000**

Permission to use material from *Principles Of Contact In Wheelchair Basketball* must be obtained from IWBF, which owns the rights to use this material.

Intellectual and editing rights remain the property of the author, Ross Dewell.

Ross Dewell, the author of *Principles Of Contact In Wheelchair Basketball*, can be contacted through the Secretary General of IWBF at the address below, or at Ross Dewell's current email address:
rdewell@iprimus.com.au *If this email address is not operating, contact the IWBF.*

Copies of the IWBF publication **IWBF Official Wheelchair Basketball Rules for Men and Women** can be obtained by contacting the Secretary General of the IWBF at the address below, or by downloading the document from the IWBF website, or by contacting your national association.

IWBF Secretary General,
Robert Szyman, Ph.D.
5142 Villa Maria Lane
Hazelwood, MO (USA) 63042-1646
Phone: 1-314-209-9006
Fax: 1-314-739-6688,
Email: iwbsecgen@aol.com

Section A

Definitions

1. Path
2. Covering The Path
3. Time and Distance for Legal Position



IWBF

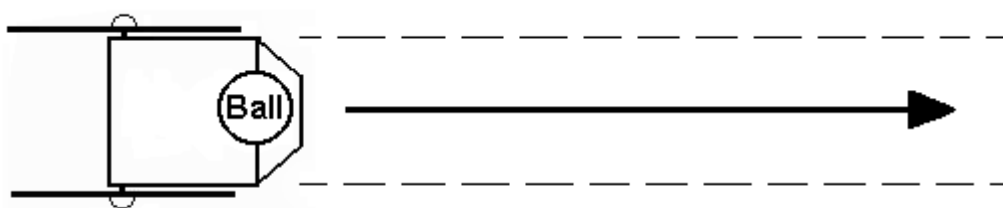
KEY TO DIAGRAMS

The wheelchair and its path

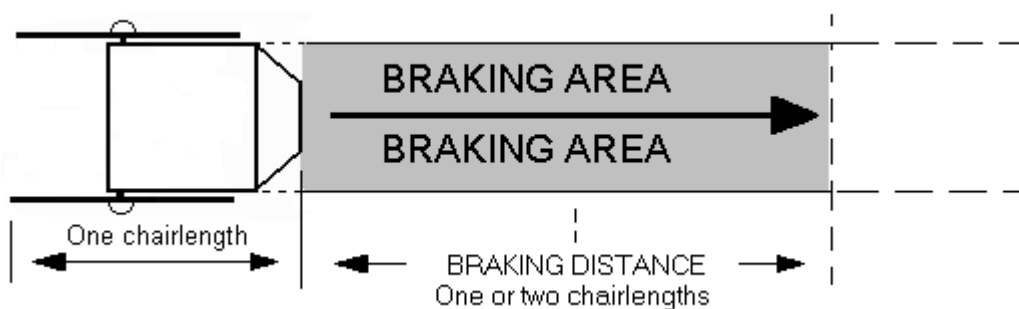


Reference: IWBF Rulebook - Articles 44.5.1.3; 44.5.1.4

Direction of movement of the player who has the ball.



Braking distance - Braking area



- The **Braking distance** is the **distance** that a moving player needs to stop. The distance required depends upon the speed of the player. It is never more than two chair lengths.
- The **Braking Area** is the **floor area** needed by the moving wheelchair to stop. It is the area of the player's path immediately in front of the wheelchair.

DEFINITIONS

1. PATH

- A player's path is located between the parallels drawn from either side of a player's chair from the side seat rails in the direction the chair is travelling - (see *Figure A.1*)
- Thus, **the width of a player's path equals the width of the seat of the player's chair.**
Reference: IWBF Rulebook - Articles 44.5.1.3; 44.5.1.4

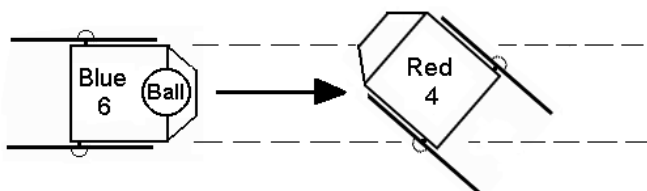


Figure A.1

Comment: The width of the seat remains relatively constant even with the development of new chair designs and new chair structures.

2. LEGAL POSITION v THE PLAYER WITH THE BALL COVERING THE PATH

Figure A.2: Reference: IWBF Rulebook - Article 44.5.



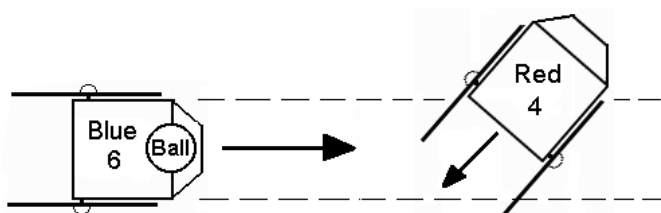
(Also see next section – Section B: Legal Defence)

Covering the path refers to the action of a player (Red 4 in *Figure A.2*) who positions his chair across the path of an opponent (Blue 6 in *Figure A.2*) so that the covering chair extends from one side of the path of the opponent across to the other side of the path.

The path can be covered with any part of the wheelchair, including the rear wheels. If a player has *covered the path* of an opponent, he has established a legal position.

WHEELING IN BACKWARDS TO COVER THE PATH

Figure A.3: Covering the Path



Players can wheel in backwards to *cover the path*.

In *Figure A.3*, defender Red 4 has wheeled backwards across the path of opponent Blue 6 who has the ball. Red 4 has legally *covered the path* of Blue 6.

Red 4 has wheeled in backwards to legally *cover the path* of opponent Blue 6 who has the ball.

3. LEGAL POSITION v THE PLAYER WITH THE BALL TIME AND DISTANCE TO AVOID CONTACT

- In addition to *covering the path*, a defender can establish a legal position in the path of the player with the ball by stopping in the ball carrier's path and allowing the ball carrier time and distance to avoid contact, even though the defender has **not** covered the path of the ball carrier.
- A general guide is that the defender should allow approximately one chair length for the ball carrier to avoid contact if the ball carrier is travelling slowly, or no more than two chair lengths if the ball carrier is travelling quickly. This **distance** required for the ball carrier to stop is called the **braking distance**.
- The distance required for a moving player to stop varies according to his speed.
(Reference: IWBF Rulebook - Articles 44.6.1; 44.6.3.1)

Section B

Legal Defence

Two Basic Guarding Situations:

1. Guarding The Player Who *Controls* The Ball
2. Guarding An Opponent Who *Does Not Control* The Ball
 - Stationary Defence
 - Moving Defence

Casebook Examples



IWBF

GUARDING: TWO BASIC SITUATIONS

In IWBf basketball, contact is divided into **Guarding** (action by the Defence) and **Screening** (action by the Offence). The offensive player who controls the ball also has a responsibility to avoid contact.

For the DEFENCE, the contact rules describe TWO basic *Guarding* situations. These are:

1. **Guarding The Player Who Controls The Ball** (IWBf Rulebook - Article 44.6)
2. **Guarding A Player Who Does Not Control The Ball** (IWBf Rulebook- Article 44.7)

There are different rules and responsibilities for contact for the **defender** in each of these two basic situations.

FIRST SITUATION: GUARDING THE PLAYER WHO CONTROLS THE BALL

- To establish a legal position in relation to **an opponent who has the ball**, a defender must either:
 - (a) Cover the opponent's path
 - or
 - (b) Give the opponent time and distance to avoid contact.
- If a defender has covered the path **of the player who has the ball**, the defender is considered to have given **the player who has the ball** time to avoid contact. This concept is described by the following principle: ...

If Player B had time to establish a legal position in the path of opponent Player A, then that opponent Player A had an equal chance to avoid contact.

Reference: IWBf Rulebook - Article 44.6.1.2

NOTE:

A player may not intrude into the space occupied by an opponent's wheelchair. For example, a player cannot push his footrest bar into or underneath an opponent's chair or in behind the front castors in order to prevent that opponent from moving. Nor can a player place his chair between the rear wheels of an opponent. To cause contact by doing any of these things may result in a foul being called against the player who caused the contact.

Question:

If that is what the defender must do, what must the player with the ball do when he comes to a defender?

BASIC RESPONSIBILITIES OF THE PLAYER WHO HAS THE BALL

1. The player with the ball must expect that he will be guarded. (Reference: IWBf Rulebook - Article 44.6.2)
2. The player with the ball must avoid contact with any opponent who has established a legal position in his path.
3. The player with the ball **must maintain control of his chair at all times** so that he can avoid contact with legal defence.

SECOND SITUATION: GUARDING AN OPPONENT WHO DOES NOT CONTROL THE BALL - THE OFFICIAL MUST DECIDE *WHO GOT THERE FIRST?*

1. When deciding the responsibility for contact between a defender and **an opponent who does NOT have the ball** the IWBf official must determine "**Who got there first?**", subject to the other factors in Point 3 below.
2. In general, a player who reaches a position first before **an opponent who does NOT have the ball** is considered to have legally occupied that position. (Reference: IWBf Rulebook – Articles 44.7.1.1; 44.7.1.2)
3. However, there may be other factors to consider, such as *crossing-the-path*, *head-on contact*, *screening*, *pivoting*, and whether a defender who was initially stationary has moved into the braking area of a moving opponent.

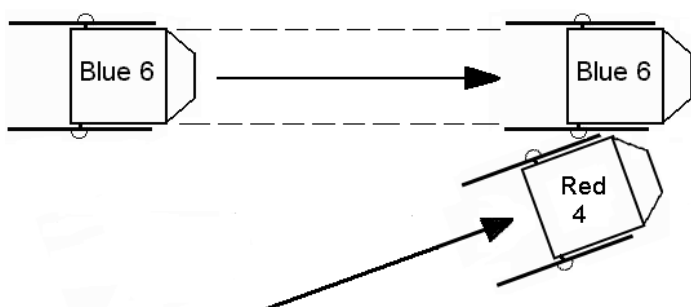
(continued ...)

*Guarding: Two Basic Situations (continued)***CASEBOOK EXAMPLES – GUARDING ON THE BALL AND OFF THE BALL**

These examples demonstrate that there is a difference in the responsibility for contact depending upon whether the contact occurs between a defender and an opponent who has the ball (ie on the ball), or between a defender and an opponent who does not have the ball (ie, off the ball).

Example 1: Guarding Off the Ball (Figure B.1)

Figure B.1 Neither player has the ball. Both players are moving.



Two opponents BLUE 6 and RED 4 are heading up the court in straight lines towards the same spot. In other words, they are on CONVERGING PATHS. Neither player has the ball.

BLUE 6 reaches that spot first. RED 4 runs into the side of BLUE 6. The contact occurs while both players are still moving.

Decision: RED 4 committed a foul because BLUE 6 got there first.

Rulebook References: Articles 43.2.2; 44.7.1.2

Decision: Pushing foul by Red 4 because Blue 6 got there first.

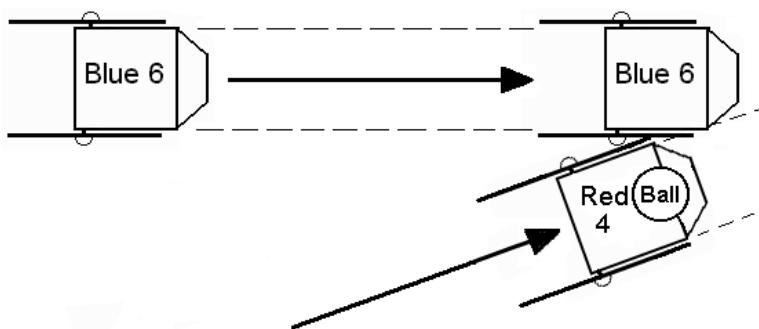
References: IWBf Rulebook - Articles 43.2.2; 44.7.1.2

Now let's see how the responsibility for this same piece of contact changes when we give RED 4 the ball see the examples that follow....

Example 2: Guarding On the Ball (Figure B.2)

This is the same situation as in Situation One (Figure B.1), but this time one of the players involved in the contact (Red 4) **does** have the ball.

Figure B.2 Red 4 has the ball.



Two opponents BLUE 6 and RED 4 are heading upcourt in straight lines towards the same spot. That is, they are on CONVERGING PATHS. But this time, RED 4 has the ball.

BLUE 6 is a defender.

RED 4 is attempting to reach the key to attempt a lay-up. BLUE 6 pushes his footrests just fractionally into the path of RED 4. Severe contact occurs. The contact point is exactly the same as in **Situation One**. The contact occurs while both players are still moving. Neither player has changed direction.

Decision: Blocking foul by Blue 6 who has failed to cover the path of the ball carrier Red 4.

Rulebook Reference: 44.6.3.1:

"The defensive player must establish an initial legal guarding position by either:

- (i) Covering the path of the opponent, or
- (ii) Establishing a position in the path of the opponent that allows the opponent time and distance to avoid contact."

Conclusion:

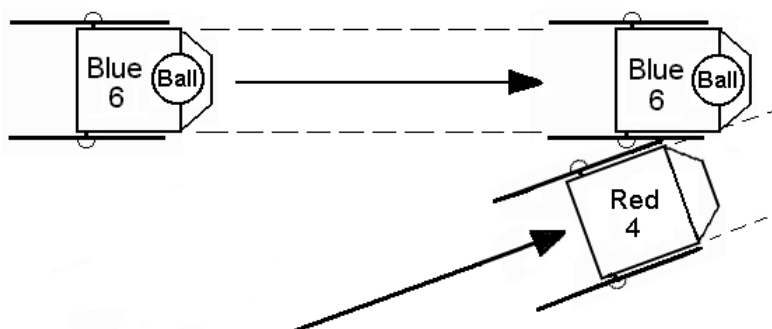
In Situations 1 and 2 (Figures B.1 and B.2)

- The paths are the same.
- The point of contact is the same.
- However, it is clear that in these two identical situations **responsibility for contact has changed** only because in Situation 2 (Figure B.2) one of the players has the ball.

Example 3: Guarding On the Ball (Figure B.3)

Question: Who would be responsible for contact in Figure B.2 if BLUE 6 had the ball instead of RED 4?

Figure B.3 This is the same diagram as Figure B.2 but with Blue 6 in control of the ball.



Decision: Pushing foul by Red 4 who has failed to establish a legal position in the path of the ball carrier Blue 6.

Reference: IWBFB Rulebook - Article 44.6.3.1

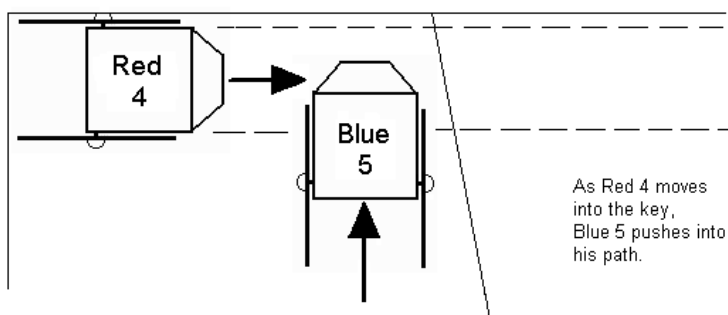
Comment:

In Figure B.3, RED 4 has failed to cover the path of BLUE 6, and he has also not allowed BLUE 6 time to avoid contact. In fact, RED 4 is attempting to enter a position already legally occupied by his opponent.

Example 4: Guarding Off the Ball (Figure B.4)

Offensive player RED 4 does **NOT** have the ball. RED 4 is stationary in his front court near the baseline in a left forward position (i.e. in Area 6). His chair is parallel to the baseline, close to the key, and his chair is facing into the key.

Figure B.4 Neither player has the ball.



Defender BLUE 5 is sitting very close to RED 4. BLUE 5 is stationary just inside the key, facing the baseline, ready to cut off any baseline move by RED 4. BLUE 5 is about a half chair-length from the intended path of RED 4. RED 4 attempts to cut baseline, i.e. between the baseline and BLUE 5. BLUE 5 pushes across the path of RED 4, and gets half of his chair across the path of RED 4. RED 4 crashes into the side of BLUE 5.

At the moment of contact, RED 4 has travelled about three-quarters of a chair length.

Although there was initially less than a chair-length between the players, this was time for Red 4 to avoid contact, because both players were not moving quickly.

Question: Who is responsible for this contact?

Answer: Red 4 is responsible for contact off the ball, because Blue 5 got there first. In basketball terms, BLUE 5 'got there first'. RED 4 has attempted to enter a spot already occupied by an opponent.

Remember, neither player had the ball. If this contact was slight, the officials may decide to make no call.

(Reference: IWBFB Rulebook - Article 44.7.1.2- Remember, neither player has the ball).

But there are two other possibilities.

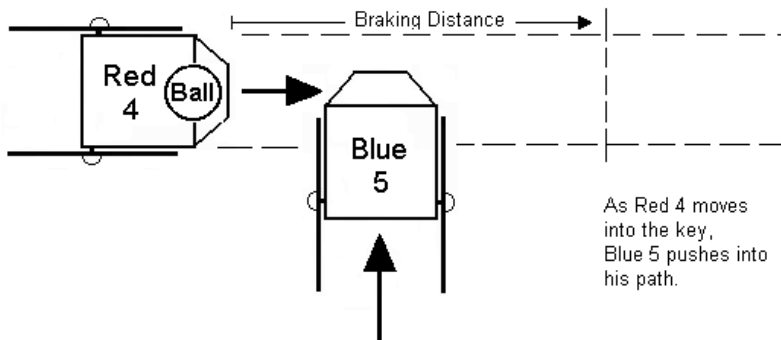
- Around the key, especially in a zone defence, this will often be a *no call*, when neither player is placed at a disadvantage. Officials and players *do* need to be aware of the conditions of *article 44.7.4 (wheelchair tripping)* in this situation. However, the reality is that it is unlikely that *article 44.7.4* would be applicable here. The players do not usually generate enough speed in these confined areas around the key to make *article 44.7.4* applicable. Around the key area in a zone defence, the chairs manoeuvre for position and defenders close small gaps. *Wheelchair tripping* would rarely occur.
- Fouls are possible, however, and officials must be alert for significant illegal contact, such as holding of cutters.

Therefore, a final decision in Figure B.4 will depend upon how the official reads this play.

Comment: Around the key, contact of this type is common. Cutters push towards small gaps that are quickly closed by defenders. Because there is little room to build up speed, the cutters can see the gap disappearing and usually have time to stop or avoid contact. The contact that may occur here when the cutter bumps the defender may often be regarded as incidental, with no-call made, if the players were working reasonably within the rules.

Now let's give the ball to **RED 4** from *Figure B.4* and see how the responsibility for contact changes.

Example 5: Guarding On the Ball (*Figure B.5*) Red 4 has the ball.



The same situation as in Example Four (*Figure B.4*) but this time one of the players involved in the contact (**RED 4**) has the ball.

In this example, **EVERY** position, movement, action and the nature of the contact is the same as in Situation Three. But this time, **RED 4** has the ball.

RED 4 pushes into the key. **BLUE 5** pushes in front of his path without covering the path or allowing **RED 4** time or distance to stop.

Question: In *Figure B.5*, with the ball involved, who is responsible for the contact?

Decision: **BLUE 5** has committed a blocking foul.

Reason: **BLUE 5** has failed to *cover the path* of the player with the ball, **RED 4**, and has not allowed **RED 4** time to avoid contact. (Reference: *IWBF Rulebook – Articles 44.6.1; 44.6.3.1*)

STATIONARY AND MOVING DEFENCE - ON THE BALL AND OFF THE BALL RULES FOR DEFENDERS

1. Stationary Defender v Any Opponent, Both *On the Ball* and *Off the Ball*

If defender *Player B* takes any **stationary** position **anywhere** in opponent *Player A's* path, or anywhere near the opponent, **giving *Player A* time to avoid contact**, then *Player A* is responsible for any resulting contact. (Reference: *IWBF Rulebook - Article 44.6*)

2. Moving Defender v The Player Who Controls The Ball

The defender must *cover the path* of the player with the ball, or allow that player *time to avoid contact*. Reference: *IWBF Rulebook - Article 44.5.2*

3. Moving Defender v An Opponent Who Does NOT Control The Ball

Defender *Player B* who is moving takes a position **in the path** of moving opponent *Player A* who does **not** have the ball. If defender *Player B* is still moving when contact occurs, then *Player B* must **reach the position first** in order to have established a legal guarding position.

*This means that Player B must have **part** of his wheelchair **in the path** of Player A. If he succeeds in doing this, then Player B is considered to have a legal position. Player B is entitled to occupy the position that he reached first. Player A must avoid contact with Player B. (Reference: *IWBF Rulebook - Article 44.7*)*

4. Stationary Defender Who Moves into the Braking Area of a Moving Opponent Who Does NOT Control The Ball

Stationary defender *Player B* must allow moving opponent *Player A* time to avoid contact if *Player B* moves into the braking area of *Player A* from a starting position within a chair length of the braking area of *Player A*. **Remember that neither of these players has the ball.** (References: *IWBF Rulebook - Articles 44.7; 44.7.4*)

The following principles are extremely important when determining responsibility for contact:

- The requirement that a moving defender must allow **the player with the ball** time and distance to avoid contact is considered to have been fulfilled **once the defender has established a legal floor position**.
- A defender who has **covered the path of the player with the ball** has reached a legal position, and, as a result, he has given the ball carrier the time and distance needed to avoid contact.

RULES FOR THE OFFENSIVE PLAYER WHO HAS THE BALL

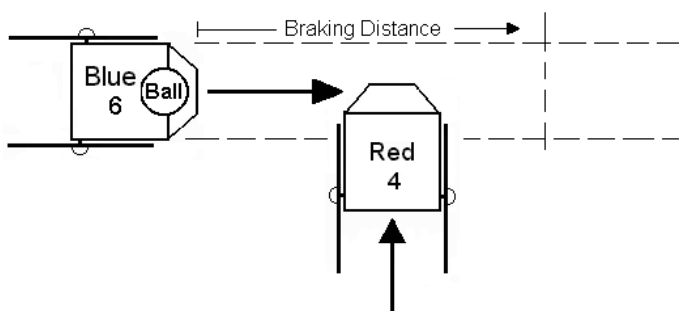
- **The player with the ball must always expect to be guarded.**
(Reference: *IWBF Rulebook – Article 44.6.2*)
This principle is the same in FIBA rules. (Reference: **FIBA Rulebook – Article 44.6.2**)
- **The player with the ball must maintain control of his chair at all times in order to be able to stop or change direction to avoid a defender who has established a legal position in his path.** (Reference: *IWBF Rulebook – Article 44.6.2*)

Comment: If the player with the ball takes his hands from his wheels in order to shoot or pass, he puts at risk his ability to control his chair. He has chosen to relinquish his ability to use his hands to control his chair. The player with the ball remains responsible for the movement of his chair even though he has chosen to remove his hands from his wheels.

GUARDING SITUATIONS - MORE CASEBOOK EXAMPLES

1. Guarding The Player Who Has The Ball

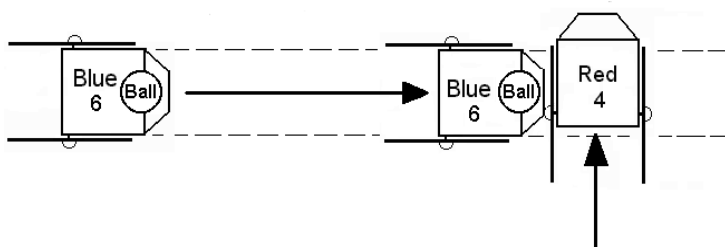
Example 1. *Figure B.6*



Blue 6 has the ball. Opponent Red 4 pushes his footrests into the path of Blue 6. Red 4 stops, without giving Blue 6 time to stop or change direction. Blue 6 crashes into Red 4.

Decision: Red 4 is responsible for this contact. Red 4 has committed a Blocking foul.
Reference: *IWBF Rulebook - Article 44.6.3.1*

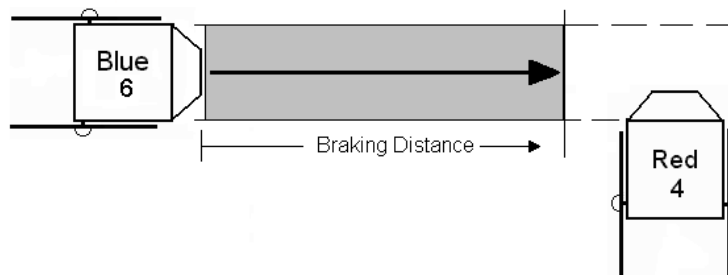
Example 2. *Figure B.7*



Blue 6 has the ball. Red 4 pushes into the path of Blue 6 and covers the path of Blue 6. Blue 6 crashes into Red 4.

Decision: Charging Foul by Blue 6. Red 4 has covered the path of Blue 6.
Reference: *IWBF Rulebook - Article 44.6.3.1*

Example 3. *Figure B.8*



Red 4 is stationary 10 metres downcourt in the path of opponent Blue 6 well beyond the distance needed for Blue 6 to avoid contact.. Red 4 has only his footrests in the path of Blue 6. Blue 6 continues to roll upcourt in a straight line and crashes into Red 4.

Decision: Pushing Foul by Blue 6, who had time to avoid contact.
References: *IWBF Rulebook - Articles 44.6.1; 44.6.3.1; 44.7.1.2*

Comment - Example 3

With or without the ball, it is the responsibility of BLUE 6 to avoid contact with RED 4 who has a legal position in the path of BLUE 6. Any player, with or without the ball, who has been given time and distance to avoid contact, will be responsible for contact that results from his failure to avoid such contact.

Section C

Crossing The Path



IWBF

CROSSING THE PATH

Crossing The Path involves two opponents travelling *approximately* parallel and in the same direction.

A **Crossing The Path** situation occurs when one of these players **changes direction** and turns across into the path of the opponent.

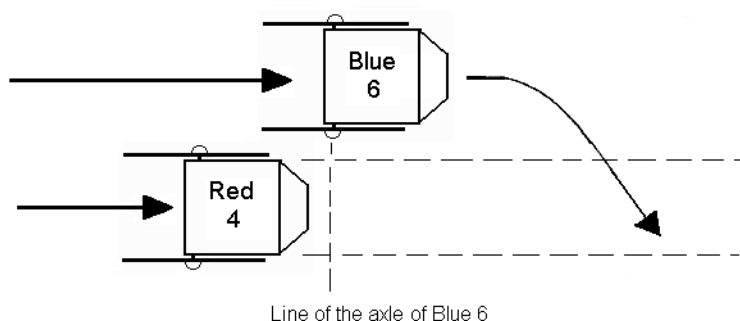
It is this **change of direction** that is the difference between the rules for *Crossing The Path* and *Converging Paths*.

- **Crossing The Path** involves a change of direction.
- **Converging Paths** does **not** involve a change of direction. Both players maintain straight-line paths.

LEGAL CROSSING THE PATH

- To cross the path **legally**, a player must not turn until he has his **nearside** large axle **in front of** (further upcourt than) the front of his opponent's chair.
- The player who is crossing the path is required to give the opponent time and distance to avoid contact.
- If he turns legally, he has right of way over the opponent. Any contact that results would be the responsibility of the opponent.

Figure C.1 Legal Crossing The Path by Blue 6



Before *crossing the path* in front of Red 4, Blue 6 must have his **nearside** rear axle **in front of** (further forward than) the front of Red 4's chair.

Reference: IWBf Rulebook - Article 44.8.2.1

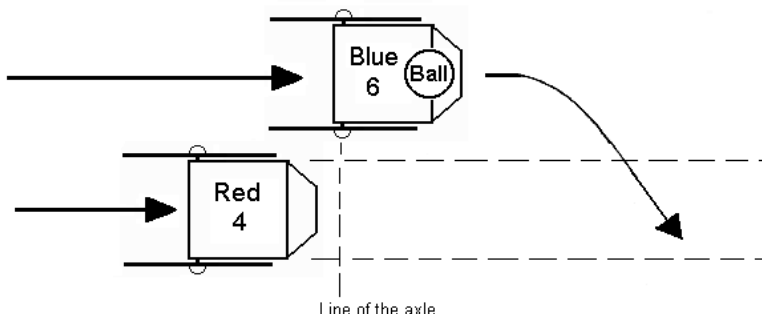
Important Note:

The player who legally crosses the path of an opponent does **NOT** have to cover the path of that opponent.

CASEBOOK EXAMPLE: LEGAL CROSSING THE PATH BY THE PLAYER WITH THE BALL

- To cross the path of an opponent **legally**, the player with the ball must not turn until he has his **nearside** large axle **in front of** (further upcourt than) the front of his opponent's chair.
- If he turns legally, he has right of way over the defender. Any contact that results would be the responsibility of the defender.

Figure C.2 Legal Crossing The Path by the Player With The Ball



Blue 6 has the ball. He is being defended by Red 4.

Before crossing the path in front of Red 4, Blue 6 must have his **nearside** rear axle in front of (further upcourt) than Red 4.

If Blue 6 crosses the path legally and contact occurs, then Red 4 will be responsible for the contact.

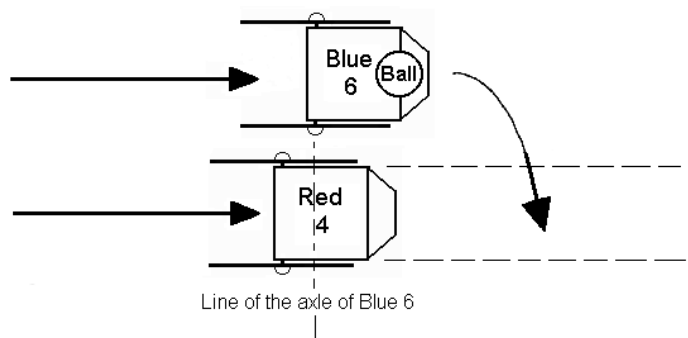
Reference: IWBf Rulebook - Article 44.8.2.1

(continued...)

*Crossing the path (continued ...)***CASEBOOK EXAMPLE: ILLEGAL CROSSING THE PATH BY THE PLAYER WITH THE BALL**

A player who crosses the path before he has his axles in front of his opponent will usually be responsible for any contact that results.

Figure C.3 Illegal Crossing The Path by The Player With The Ball



Blue 6 has the ball. Blue 6 has attempted to cross into the path of Red 4 too early, before getting the nearside rear axle in front of the chair of Red 4.

If contact occurs, this is *Illegal Crossing the Path* by Blue 6.

Reference: IWBf Rulebook - Article 44.8.2.1

CROSSING THE PATH OR CONVERGING PATHS?**1. ON THE BALL: GUARDING THE BALL CARRIER**

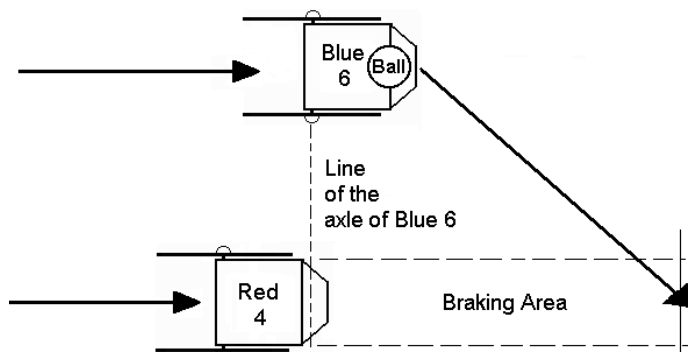
If the ball carrier changes direction across the path of an opponent who was on a parallel path, but he makes the turn far enough away to allow the defender time to avoid contact, this becomes a *Converging Paths* situation, rather than a *Crossing The Path* situation. The ball carrier has made a legal turn.

Look at the example in *Figure C.4* BLUE 6 who has the ball, and defender RED 4 are moving approximately parallel to one another and a couple of chair-widths apart. BLUE 6 changes direction and establishes a new straight-line path across the path and in front of RED 4. He allows RED 4 time to avoid contact. RED 4 will be responsible for any contact that occurs, even if BLUE 6 changed direction before getting his nearside rear axle in front of RED 4.

Rationale:

- Blue 6 has changed direction far enough away from Red 4 to make this a *Converging Paths* situation.
- Blue 6 has established a new straight-line path before entering the path of Red 4.
- **Red 4 is responsible for contact even though Blue 6 may have entered the braking area of Red 4.**
- Red 4 must now obey the rules for *Guarding The Ball carrier*.

Figure C.4: Blue 6 has the ball



Blue 6 changes direction before getting an axle in front of Red 4. Blue 6 establishes a new straight-line path. This path takes Blue 6 into the path of Red 4. Red 4 has been given time and distance to avoid contact.

Decision:

To play legal defence, defender Red 4 must establish a legal position in the path of the ball carrier Blue 6 by either *covering the path* or allowing Blue 6 time to avoid contact.

Reference: IWBf Rulebook - Article 44.6.3.1

Comment: This is not a Crossing the Path situation because Blue 6 has changed direction far enough away from Red 4 to have established a new straight line path before entering the path of RED 4, while also allowing Red 4 time to avoid contact. This is now a Converging Paths situation. In the situation in Figure C.4, once the ball carrier Blue 6 establishes a new straight-line path, and crosses in front of Red 4, Red 4 has no choice other than to allow Blue 6 right of way.

Crossing the path (continued ...)

2. OFF THE BALL

Let's look at the same movement by the two players from *Figure C.4*. This time however, neither player has the ball. Look at this example in *Figure C.5*

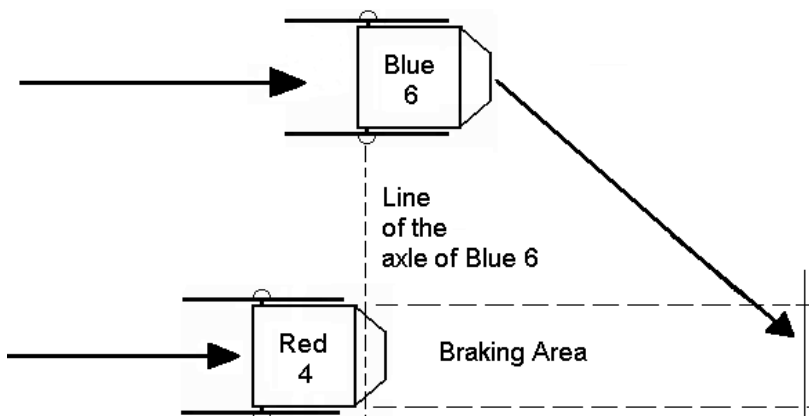
Opponents BLUE 6 and RED 4 are running approximately parallel to one another. BLUE 6 changes direction and establishes a new straight-line path across the path and in front of RED 4. He allows RED 4 time to avoid contact. Blue 6 has established a new straight-line path before entering the path of Red 4.

Rationale:

Blue 6 has changed direction far enough away from Red 4 to make this a Converging Paths situation.

Both players must now obey the rules for Converging Paths Off the ball – ie Who Got There First?

Figure C.5: Neither player has the ball.



Blue 6 changes direction before getting an axle in front of Red 4.

Blue 6 establishes a new straight-line path before entering the path of Red 4.

Red 4 has been given time and distance to avoid contact.

Blue 6's new path means that the paths of Blue 6 and Red 4 will intersect on *converging paths*.

Who is responsible for any contact that occurs when Blue 6 and Red 4 attempt to beat each other for a position in the path of Red 4?

Decision:

This is a *Converging Paths* situation where each player only has to *Get There First* to establish a legal position.

Reference: IWBFB Rulebook - Articles 43.2.2; 44.7.1.1; 44.7.1.2

Comments:

- *This is not a Crossing the Path situation because Blue 6 has changed direction far enough away from Red 4 to have established a new path, while also allowing Red 4 time to avoid contact. This is now a Converging Paths situation.*
- *Compare this situation to the Crossing The Path situation in Figure C.3 where the two players are moving very close together before one changes direction.*
- *The distance between the chairs when one player changes direction is the important difference between Figure C.3 and the situations described in Figures C.4 and C.5.*

Section D

Converging Paths

1. Definition
2. Guarding the player who controls the ball
3. When neither player has the ball



IWBF

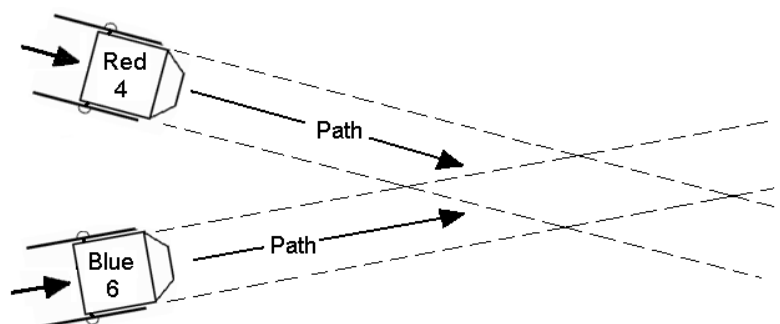
CONVERGING PATHS

DEFINITION

1. **CONVERGING PATHS** refers to the paths of two opponents who are travelling in **straight** lines at an acute angle towards the same point. (see Figure D.1)

- There is **no change of direction** by either player.
- The fact that the players maintain this straight-line path **with no change of direction** is the difference between the two situations we call **Converging Paths** and **Crossing The Path**.

Figure D.1 Converging Paths



A **Converging Paths** situation involves straight-line paths, with **no change of direction** by either player, whereas **Crossing the Path** involves a change of direction

2. There are basically TWO situations to consider involving **converging paths**:

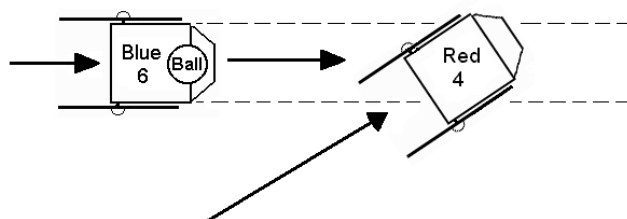
- Situation No.1: when one of the two opponents **has the ball** (i.e. Guarding The Ball Carrier).
- Situation No.2: when **neither** opponent has the ball.

SITUATION No.1: GUARDING THE PLAYER WHO CONTROLS THE BALL

- The guarding principles apply. The responsibility is on the defender to obtain legal position, ie, **cover the path**, or **allow time and distance** to avoid contact.
- In Figures D.2 to D.6, **Blue 6 has the ball**.
In each example, it is the responsibility of the defender to obtain legal position, ie, to **cover-the-path** of his opponent Blue 6, or **allow Blue 6 time and distance to avoid contact**.

CASEBOOK EXAMPLES

Figure D.2



Example 1: Defender Red 4 covers the path

Blue 6 has the ball.

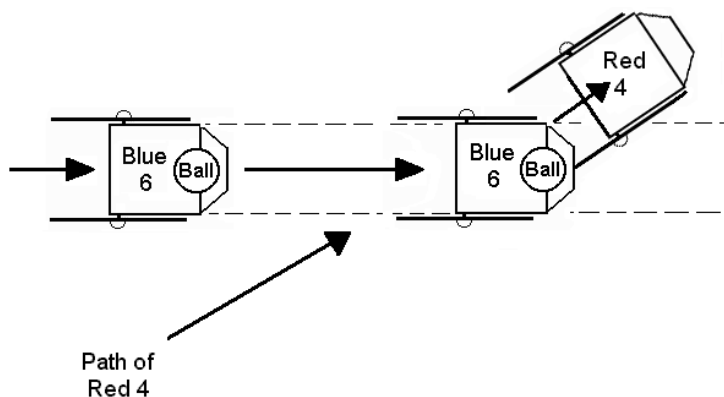
Red 4 has covered the path of Blue 6. Blue has time to avoid contact, but runs into Red 4.

Decision: Charging foul by Blue 6.

Reference: IWBK Rulebook - Articles 44.5.1.1; 44.6.2

Converging Paths (continued)

Now let's consider what happens if Blue 6 contacts the rear wheel of Red 4 while Red 4 is leaving the path after having covered the path of Blue 6? (See *Figure D.3*)

Example 2. The ball carrier contacts a player who is leaving the path*Figure D.3*

Blue 6 has the ball. Red 4 has covered the path of Blue 6. Red 4 continues to roll across the path of Blue 6, and starts to exit the path. Blue 6 runs into the rear wheel of Red 4.

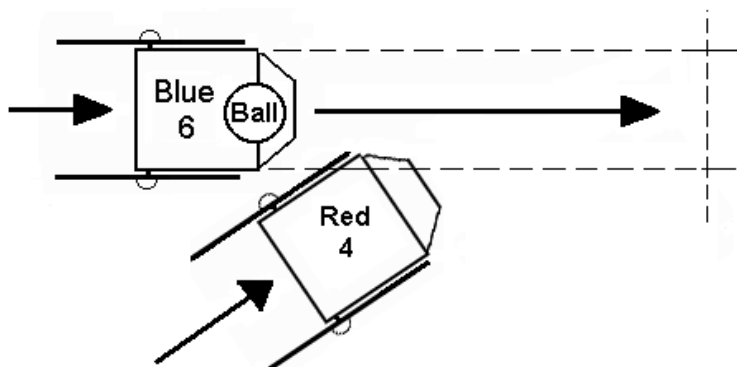
Decision: Charge by Blue 6

Reference: IWBf Rulebook - Articles 44.5.1.1; 44.5.1.2

Comment:

In *Figure D.3*, Red 4 has continued to legally occupy the area of floor into which Blue 6 has tried to enter. That area is part of the cylinder of Red 4. (*Reference: IWBf Rulebook – Article 44.4.1*)

Red 4 had established a legal right to occupy that area when it was a part of the area he occupied when he covered the path of Blue 6.

Example 3: Defender Red 4 fails to cover the path*Figure D.4*

Blue 6 has the ball. Blue 6 and Red 4 are on **converging paths. Neither player changes direction.** Red 4 enters the path of Blue 6, without *covering the path* of Blue 6.

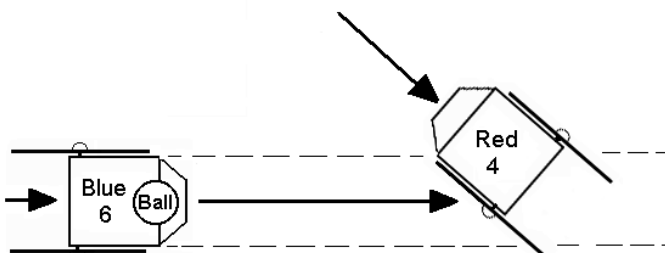
Blue 6 runs into the side of Red 4's chair.

Decision: Defensive Blocking Foul by Red 4. Red 4 has failed to get legal position (failed to cover-the-path).

Reference: IWBf Rulebook - Article 44.5.1.1

Comment:

In this situation - **Guarding the player with the ball** - Red 4 has failed to establish a legal defensive position i.e. Red 4 has not **covered the path** and has not allowed Blue 6 **time to avoid contact**.

Example 4: Defender Red 4 pushes backwards into the path of ball carrier Blue 6.*Figure D.5*

Blue 6 has the ball.

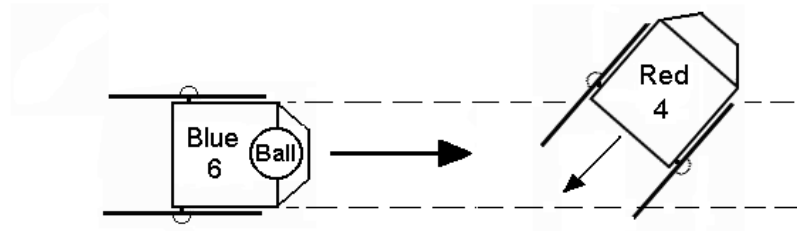
Red 4 has covered the path of Blue 6 by wheeling in backwards.

Decision: Charging Foul by Blue 6

Reference: IWBf Rulebook - Articles 44.5.1; 44.5.1.1; 44.5.1.2

*Converging Paths: Situation No.1: Guarding The Player Who Has The Ball (continued ...)***Example 5: Wheeling In Backwards**

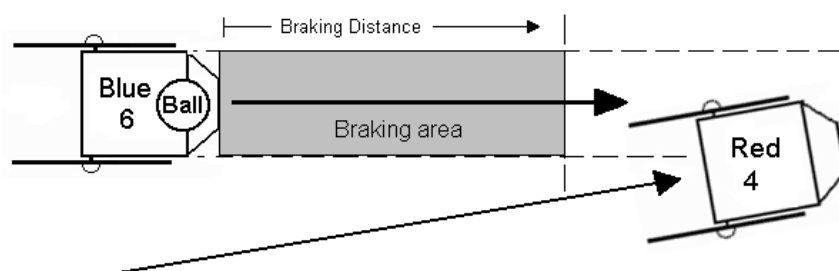
Players can wheel in backwards to cover the path. In *Figure D.6*, defender Red 4 has wheeled into the path of opponent Blue 6 who has the ball. Red 4 legally has covered the path of Blue 6.

Figure D.6: Covering the Path

Red 4 has wheeled in backwards to legally cover the path of opponent Blue 6 who has the ball.

Comment:

When covering the path of an opponent, it does not matter which part of the wheelchair is used to cover the path. It also does not matter in which direction the wheelchair is moving or facing, or whether the defender wheels forwards or backwards to reach a legal position.

Example 6: Defender Red 4 enters the path of Blue 6 beyond the braking distance and at an acute angle*Figure D.7: Acute angle - Time and Distance*

Blue 6 has the ball. Red 4 is in the path of Blue 6, but has not covered the path of Blue 6.

However, Red 4 has entered the path of Blue 6 at a very acute angle, well beyond the braking distance that Blue 6 needs to stop or change direction. Blue 6 runs into the back of Red 4.

Decision: Charging foul by Blue 6 - see Comments below
Reference: IWBFB Rulebook - Article 44.5.1.2

Comments:

- Although Red 4 (Figure D.7) has not covered the path of Blue 6, the reality of the situation in Figure D.7 is that the angle of the two chairs would have to be extremely acute for this situation even to occur. For Red 4 to be able to enter the path at an acute angle beyond the braking distance of Blue 6, there would be a great deal of distance, further than two chair lengths, between the chairs.
- If Red 4 got his axle-in-the-path from that acute angle, and then maintained his path, then Blue 6 would have had **more** than enough time to take evasive action to avoid contact. In fact, the more acute the angle, the more time Blue 6 would have.
- Once again, **Blue 6** who has the ball has the same responsibility in IWBFB basketball as he would have in FIBA basketball - **he must expect to be guarded, and he must be prepared to avoid contact with legal defence. He always must maintain control of his chair in order to avoid legal defence.**

*Converging Paths (continued ...)***SITUATION No 2:****GUARDING A PLAYER WHO DOES NOT CONTROL THE BALL**

If a defender wishes to take a legal position to guard an opponent who does not control the ball he has only to occupy that position before the opponent.

Figure D.8

In Figure D.8 neither player has the ball. Red 4 and Blue 6 are on converging paths. Red 4 runs into the side of Blue 6.

The officials must decide **Who Got There First?**

Decision: Red 4 has committed a PUSHING foul.. Blue 6 has legal position. Blue 6 'got there' first (i.e. occupied a legal position before Red 4).

References: IWBF Rulebook - Articles 44.7; 44.7.1.2

Comment: Although this situation – Situation 2 - applies to a defender, the principle applies equally to players on the offensive and defensive teams who are opposing each other individually and who do not control the ball. For example, a defender must also obey rules for special situations such as Crossing the Path, and for moving into a moving opponent's braking area from a close stationary position (see Page D.6 - wheelchair tripping)

ON THE BALL CONTACT

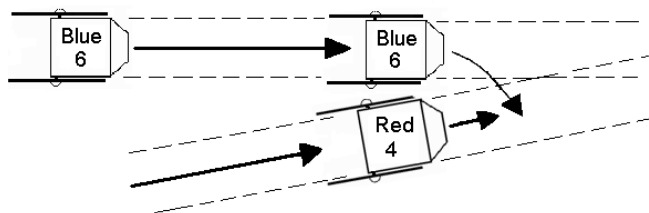
Question: Who would be responsible for contact if either one of the two players in Figure D8 had the ball?

Answers:

1. If **Blue 6** had the ball, Red 4 would be committing a PUSHING foul.
2. If **Red 4** had the ball, BLUE 6 would be committing a BLOCKING foul because Blue 6 has failed to cover the path of Blue Red 4.

CHANGING FROM CONVERGING PATHS TO CROSSING THE PATH

What happens when a player on a converging path with an opponent suddenly changes direction and crosses the path of an opponent? This happens a lot in wheelchair basketball.

Figure D.9

Neither player has the ball. Blue 6 and Red 4 are on **converging paths**. But then, when the two chairs are almost level, Blue 6 **changes direction** and **crosses the path** of Red 4.

Decision: When Blue 6 changed direction, he changed the situation to one of *Crossing The Path*. Instead of *Who Got There First?*, the principles of **Crossing The Path** must now be observed by Blue 6, i.e. Blue 6 must have his rear axle-in-front of Red 4 before changing direction.

Reference: IWBF Rulebook - Article 44.8.2.

Comment: In Figure D.9 above, if Blue 6 changes direction and establishes a new straight line path that is converging with the path of Red 4, and if Blue 6 made this change of direction before getting his axle in front of the chair of Red 4, then this new path must be established in time for Red 4 to avoid contact. If Blue 6 was successful in doing this, then a new Converging Paths situation would have been established, governed by the principle Who Got There First? (Reference: IWBF Rulebook – Article 43.2.2)

Converging Paths: Situation 2 (continued ...)

GUARDING A PLAYER WHO DOES NOT CONTROL THE BALL: CHANGING FROM STATIONARY TO MOVING DEFENCE – *WHEELCHAIR TRIPPING*

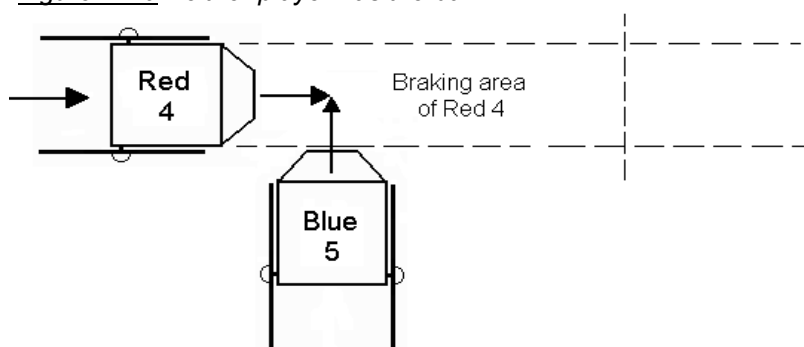
The new *Article 44.7.4* now specifically makes it illegal for a **stationary defender**, when guarding a moving player without the ball, to push suddenly into the opponent's braking area, from starting position within a chair length of the opponent's braking area, without allowing that opponent reasonable time to avoid contact. IWBF have introduced *article 44.7.4* specifically to outlaw contact that results from this action. This contact is the equivalent of *tripping* in FIBA basketball. This type of wheelchair contact is often severe, and possibly may be dangerous.

Consider the following situation in *Figure D.10* where neither player has the ball.

BLUE 5 is a defender. He is sitting stationary. A fast-moving opponent RED 4, who does not have the ball, is about to push quickly past him. When RED 4 is too close to BLUE 5 to stop or change direction, BLUE 5 suddenly pushes his footrests into RED 4's braking area (the space that Red 4 needs to stop). RED 4 has no time or distance to avoid contact. He crashes into the footrests of BLUE 5 and falls heavily to the floor. This is a foul on BLUE 5. If there is a wheelchair equivalent of tripping, this is it.

This "*tripping*" situation is different from other off-ball *converging-path* situations where both players have been moving for longer distances. In this "*tripping*" situation, Defender BLUE 5 in *Figure D.10* **was initially stationary** beside the opponent's braking area before pushing forward **less than a chair length** to enter that opponent's braking area. The distance of the braking area depends upon the speed of the player. It will never be more than two chair lengths. If a player is moving very slowly it may be less than a chair length.

Figure D.10 Neither player has the ball.



Blue 5 is stationary and then suddenly pushes into the braking area of Red 4. Notice that BLUE 5 is stationary **within a chair length of the braking area of RED 4** when he begins to move into the braking area of RED 4.

The braking area is the space that Red 4 needs to stop.

Remember, neither player has the ball.

Decision:

Blocking foul by Blue 5, because Blue 5 was **stationary close to the braking area but just outside the path** of Red 4. Blue 5 has suddenly pushed forwards less than a chair length into the braking area of Red 4. Red 4 has been given no time to stop or change direction to avoid contact.

Reference: IWBF Rulebook - Article 44.7.4

Comments:

1. Contact of this type is common around the key, especially in a zone defence. However, frequently, and in fact on most occasions, this may not be not severe or significant contact. Players have little room to manoeuvre against a zone. Cutters can see small gaps that are quickly closed by the defenders. There is not usually great speed generated by players cutting through the zone, and the resulting contact is often relatively harmless, although of course it may still be illegal. However, usually the cutters have the opportunity to avoid significant contact. It is not contact of this nature that article 44.7.4 is addressing. It is more concerned with the often severe contact that occurs in more open play where a stationary defender moves suddenly and illegally to block a fast moving opponent who does not have the ball. Contact of this type will usually be heavy, and possibly dangerous. Contact of this type should be penalised. It is "wheelchair tripping".

2. This wheelchair-tripping situation described in Figure D.10 has always been illegal off the ball but it was not specifically described in the IWBF rulebook until it was added to the latest edition. This same move is also illegal when made by a Screener (article 44.10.3.2) or by a defender who is Guarding The Player Who Has The Ball (article 44.6.3.1). In both of these situations, the opponent must be given time and distance to stop or change direction to avoid contact.

(continued ...)

Comments (continued ..)

The new Article 44.7.4 now specifically makes it illegal for a stationary defender who is Guarding a Player Without The Ball to push suddenly into the opponent's braking area from within a chair length of the braking area of the opponent without allowing that opponent time to avoid contact.

*3. There is an important difference between this "tripping" situation - article 44.7.4 - and article 44.6.3.1 which allows a **moving** defender **off the ball** to simply get there first in order to gain a legal position in the path of an opponent. In this new 'tripping' situation (article 44.7.4), the defender BLUE 5 **is initially stationary** beside an opponent's braking area, and then he suddenly pushes, from less than a chair length away, into the offensive opponent's braking area, i.e. into the area that his offensive opponent RED 4 needs to stop. This defensive move is illegal if contact occurs.*

*The **stationary, starting position** of BLUE 5 in relation to the position of RED 4 is **absolutely crucial** in determining responsibility for contact in this "tripping" situation described in article 44.7.4.*

If BLUE 5 starts far enough away to give RED 4 room to stop, then BLUE 5's action becomes legal. If BLUE 5 starts his move so close to the braking area of RED 4 that RED 4 cannot avoid contact then BLUE 5 becomes responsible for the contact.

How far away from opponent RED 4 does defender BLUE 5 have to be to make this move into the path legally off the ball?

There is a logical answer to this question.

First, remember that in most other **off-ball** situations, IWFBF rules say that a moving defender (BLUE 5 in *Figure D.10*) only has to *get there first* before his moving opponent. This is because each player *off the ball* has an equal opportunity to stop or change direction. No player *off the ball* has to worry about using his hands to hold the ball. Each player *off the ball* has only his chair to handle. He has full use of both of his hands to steer, push or brake.

In these situations, each player *off the ball* has the opportunity to look for his opponents without worrying about dribbling the ball. Each has the opportunity to decide whether to race for a position, or to concede the position by stopping or changing direction. This is different to the situation described in *article 44.7.4* where the defender is initially stationary and suddenly pushes his footrests into the opponent's braking area at the very last second when that opponent is too close to him to stop or change direction.

In the *off the ball* situation described in *article 44.7.4* (see *Figure D.10*), in order to move legally into the path of RED 4, BLUE 5 needs to allow his opponent time to stop or change direction. The distance required will depend upon the speed of his opponent. If BLUE 5 can vacate completely his defensive position outside of the path of RED 4, and occupy a totally new floor position **in the path** of RED 4 this new position is legal. He needs to occupy this new position before contact occurs. In other words, he needs to have **totally** left the floor area he previously occupied and then to have occupied a totally new position. If BLUE 5 has had time to occupy a new position, then RED 4 has had an equal time and opportunity to avoid contact. By moving to a totally new position, BLUE 5 has established a path of his own, and so the off-ball principle of *Who Got There First* will apply.

Logically then, for BLUE 5 to totally leave his previous position, he has to have moved more than a chair length. In other words, when BLUE 5 **begins** his move into the path of RED 4, BLUE 5's **starting position** has to be more than a chair length from the braking area of RED 4.

So this becomes a simple and easy judgement call by the referee.

Now, let's simplify this for the referee and the players.

The referee will judge whether BLUE 5 was more than a chair length from the braking area of RED 4 when BLUE 5 began his move into that braking area. If BLUE 5 was beyond a chair length, he is legal. If he wasn't, and contact occurs, he has committed a blocking foul. This is quite simple and logical.

This interpretation is completely consistent with the off-ball contact principles of PATH theory.

Converging (continued ...)

Responsibility For Contact Can Change Depending Upon Whether The Situation Is On The Ball or Off The Ball

There is, and there has long been, a clear and existing difference in the rules for contact occurring **on the ball** and **off the ball** in IWBF wheelchair basketball.

On-ball contact means where a defender is guarding a player who has the ball.

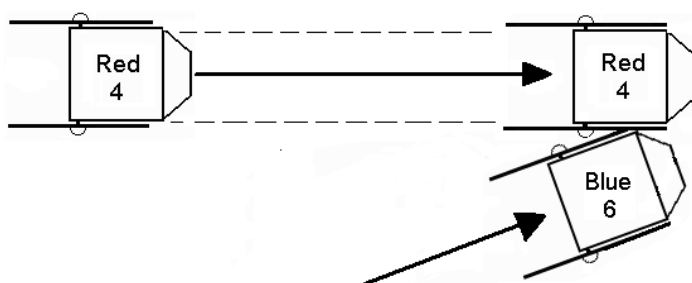
Off-ball contact means where a player is guarding a player who does not have the ball.

Here are two examples that illustrate these differences.

Situation 1 (Figure D.11)

Two opponents RED 4 and BLUE 6 are heading upcourt in straight lines towards the same spot. That is, they are on CONVERGING PATHS. Neither player has the ball. Neither player changes direction. RED 4 reaches that spot first. BLUE 6 runs into the side of RED 4. The contact occurs while both players are still moving.

Figure D.11: **Neither player has the ball.**



Decision:

Pushing Foul by Blue 6.

Red 4 has legal position because Red 4 'got there first' (reached the position first).

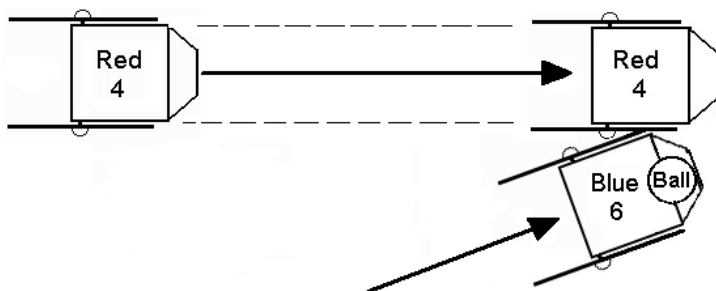
References: IWBF Rulebook - Articles 43.2.2; 44.7.1; 44.7.1.2

Additional Reading: *Principles of Contact In Wheelchair Basketball: Converging Paths - Definition, Page D.2; Converging Paths Section 3(b) Situation No.2: No Ball Involved - Figure D.8, p.D.6*

But now let's see what happens to the responsibility for that **same** contact when we give BLUE 6 the ball. You will notice that even though the movement of both chairs remains the same, **the responsibility for contact changes** because now in Situation Two one of the two players (BLUE 6) has the ball.

Situation 2 (Figure D.12)

Figure D.12 **BLUE 6 player has the ball.**



This is exactly the same situation as in *Situation One*, but this time, **BLUE 6 has the ball**. The two opponents are on CONVERGING PATHS. RED 4 is a defender. Blue 6 has the ball. Neither player changes direction.

RED 4 enters the common destination spot first. BLUE 6 runs into the side of RED 4. *The contact occurs while both players are still moving. The contact and the contact point are exactly the same as in Situation One (Figure D.11).*

Decision: Blocking foul by RED 4. BLUE 6 has legal position because RED 4 has failed to cover the path of BLUE 6. References: IWBF Rulebook - Articles 44.5.1.1; 44.5.1.2; 44.6.3.1

Rulebook Reference for Situation 2 (Figure D.12): Reference: IWBF Rulebook Article 44.6.3.1

"The defensive player must establish an initial legal guarding position by either:

- Covering the path of the opponent, or ...
- By establishing a position in the path of the opponent that allows the opponent time to avoid contact."

Converging Paths: Changing Responsibility For Contact On-Ball and Off-Ball (continued ...)

Additional Reading: *Principles of Contact In Wheelchair Basketball:*
See also Converging Paths - **Definition**, page D.2;
and **Guarding The Ball Carrier**, pages D.2 to D.4

These two examples are simple but they demonstrate clearly that in IWBF basketball, the rules for on-ball and off-ball contact are different. There is a very simple philosophy behind this fact. The player with the ball must control BOTH the ball and his wheelchair, so a defender who moves into his path must allow the ball carrier time and distance to avoid contact. This is a long-held IWBF principle.

However where neither opponent has the ball, each has an equal opportunity to stop. IWBF reflects this fact in its theory of contact by saying that whoever "*gets there first*" is entitled to the position. This is very logical and it is very easy for a referee to make this judgement.

Section E

Head On Collision

1. With the ball
2. Without the ball.



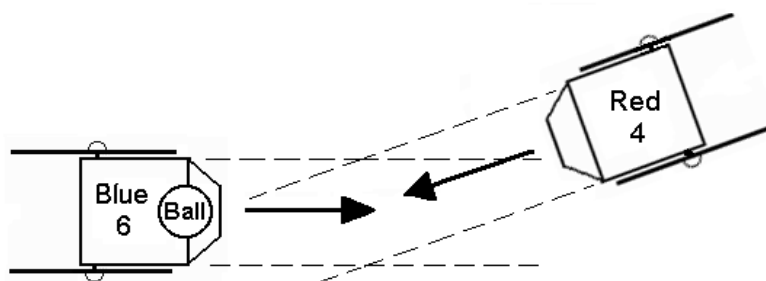
IWBF

HEAD ON COLLISION

1. WITH THE BALL

A moving defender cannot collide head on with the player who has the ball.

Figure E.1 Blue 6 has the ball.



Blue 6 and Red 4 are both moving head on towards each other. To establish a legal position in this head-on situation, RED 4 **must be stationary** at the moment of contact.

To establish a legal position, RED 4 must **either** ...

(a) Stop in time to allow Blue 6 time to avoid contact,

... **or** ...

(b) Cover the path of Blue 6.

If Red 4 continues on his path and collides head on with Blue 6, then Red 4 has committed a **Pushing** foul, even if the path of Blue 6 has been covered. (References: *IWBF Rulebook - Articles 44.6.3.1; 44.6.3.2*)

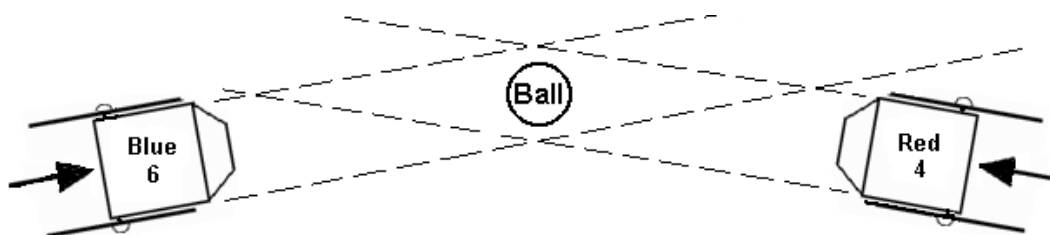
2. WITHOUT THE BALL

When neither player involved in a head-on collision has the ball, the IWBF official has to judge the intent of each of these players. (A FIBA referee is faced with the same judgement decision.) This is not an easy judgement to make. It requires the official to read the play. Look at the differences in the **intent** of the players in the following examples.

Example 1: (Figure E.2)

Two opponents Blue 6 and Red 4 are pushing fast from opposite directions to reach a loose ball. They collide head on in a dead heat without either securing the ball. The point of contact is on the front of each chair.

Figure E.2 Neither player has the ball.



Decision:

The official may judge this to be Incidental contact (no call) despite the possible severity of the collision if both players had an equal opportunity to secure the ball, and if neither player had secured the ball when contact occurred.

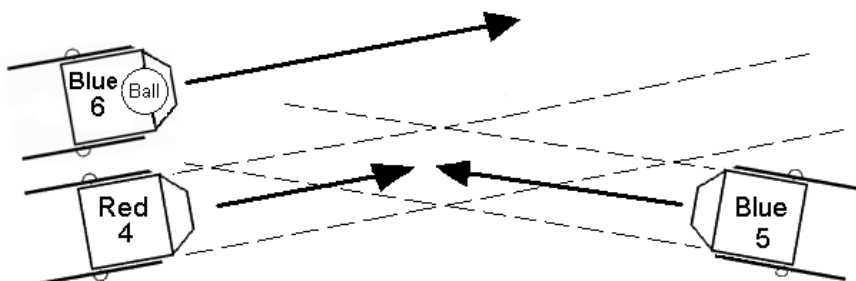
(continued ...)

Head On Collision (continued ...)

Example 2: (Figure E.3)

Defender Red 4 is attempting to pursue opponent Blue 6, when Blue 5 attempts to free Blue 6 by setting a screen on Red 4. Blue 5 rolls at Red 4 head on and without stopping collides with Red 4. The point of contact is on the front of each chair.

Figure E.3 Blue 6 has the ball.



Decision:

Illegal screen by Blue 5. To set a screen, Blue 5 must be stationary.

References: IWBf Rulebook - Articles 44.10.2.1; 44.10.2.2; 44.10.3; 44.10.3.1; 44.10.3.2; 44.10.4; 44.10.6; 44.10.6.1; 44.10.6.2

Comment:

Here the official must make a judgement call about the intent of the offensive player Blue 5. If the ball had not been involved, this may have been a simple head-on collision with neither player at fault, as in Example 1 Figure E.2. A correct call here depends entirely upon the official's ability to read the play correctly, and to recognise what is happening

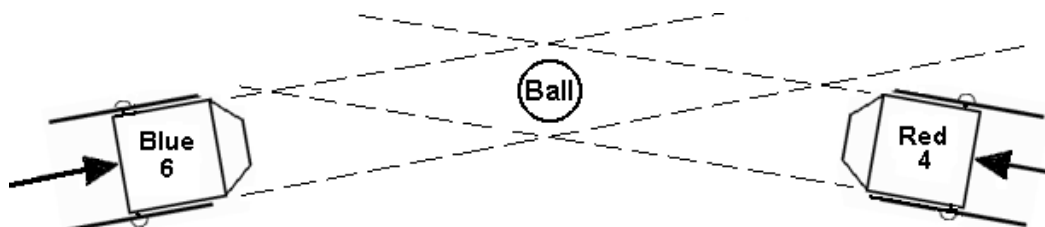
FURTHER EXAMPLES OF HEAD-ON COLLISIONS: DIFFERENT ON-BALL AND OFF-BALL RULES

Here are two common situations involving head on collisions that clearly demonstrate that there are different rules for ON BALL and OFF BALL contact.

1. OFF BALL HEAD ON CONTACT: Neither player has the ball - See Figure E.4

Two opponents, Blue 6 and Red 4, are pushing towards each other head-on to try to reach a loose ball. They collide head on in their effort to reach the ball. (This is the same situation described in Figure E.2) Neither has the ball when the collision occurs. This may be a no call, with neither player doing anything illegal.

Figure E.4 Neither player has the ball.



Decision:

The official may judge this to be Incidental contact (no call) despite the possible severity of the collision if both players had an equal opportunity to secure the ball, and if neither player had secured the ball when contact occurred.

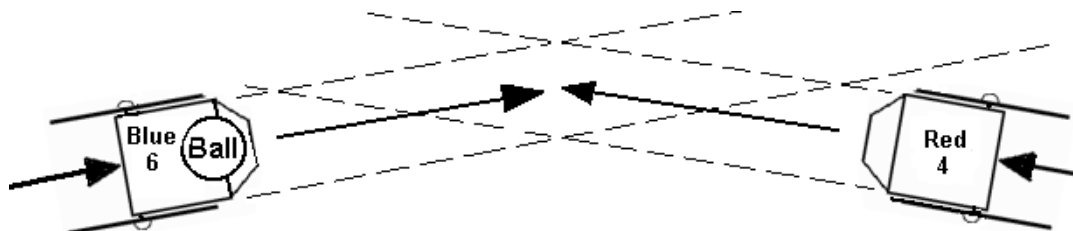
Now compare this to what happens when we give one of these players the ball – see next page

(continued ...)

2. ON BALL HEAD ON CONTACT: One player has the ball - See Figure E.5

Consider the SAME situation as Situation One (*Figure E.4*) with two opponents travelling on the SAME paths as in *Figure E.4* (from opposing directions) but one of the players has the ball. This time, if the SAME contact occurred, a foul call would be called against the defender Red 4 if Red 4 was pushing head-on straight into an opponent Blue 6 **who had the ball** when contact occurred.

Figure E.5 Blue 6 has the ball



Decision: If contact occurs, this is a Pushing foul by Red 4.
(IWBF Rulebook reference: Articles 44.6.2.1; 44.6.3.2)

CONCLUSIONS

These examples prove conclusively that there **are** rules differences for ON BALL and OFF BALL contact.

There are different responsibilities for the offence and the defence depending upon whether one of the players involved in the contact has the ball.

Section F

Curving Paths



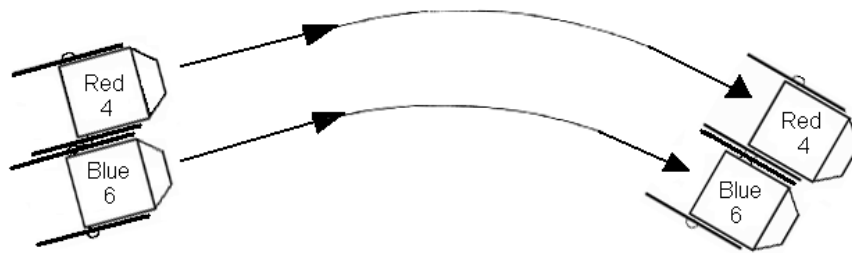
IWBF

CURVING PATHS

When two opponents are travelling parallel close beside each other, they may contact each other and keep moving. It is not unusual for both chairs to drift into a curving path with both chairs seemingly locked together.

Figure F.1 Curving Paths

In this case, it does not matter which player has the ball.



Reference: IWBF Rulebook – Article 44.1.8

Comments:

- In Figure F.1, the player on the **inside** of the path (Blue 6) is usually the one at a disadvantage. He is usually forced into this curving path by being pushed by the player on the outside (Red 4).
- The officials must look closely to determine whether the player on the **outside** of the curve (Red 4) pushed illegally on his outside wheel causing his chair to push into that of his opponent resulting in the curving path. If this occurred, then Red 4 has gained an advantage by illegally pushing his opponent off his path.
- It is common for the player on the outside of the curve (Red 4) to let go of both wheels and raise both arms high as if to say, "I am not causing this contact." The official must judge whether before letting go of the wheels Red 4 caused contact that resulted in the curving path. By removing both hands from the wheels, Red 4 has ignored his responsibility to control his chair.

IMPORTANT CONCEPTS:

A player who lifts both hands off his wheels has ignored and relinquished his responsibility to maintain control of his chair.

If he contacts legally-positioned opponents while he is out of control, then he is responsible for that contact.

This includes forcing an opponent into a curving path.

Section G

Pivoting

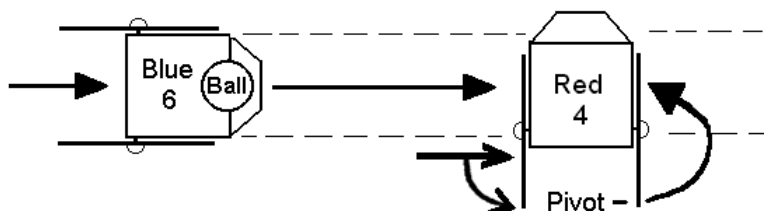


IWBF

PIVOTTING

1. PIVOTTING ACROSS THE PATH: A stationary **defensive** player who pivots into the path of an opponent who has the ball must obey the rules for *covering-the-path*. He must have *covered-the-path* before contact occurs unless his opponent was given sufficient time to avoid contact - (see *Figure G.1*).

Figure G.1 Pivotting. Blue 6 has the ball.



Red 4 who was **stationary** outside the path of Blue 6 has pivotted into the path of Blue 6 and has covered the path of Blue 6. Red 4 is at 90 degrees to the direction of the path of Blue 6.

After pivoting, Red 4 has stopped.

Blue 6 has maintained his path and crashed into Red 4.

Decision: Blue 6 is responsible for contact (CHARGING foul).

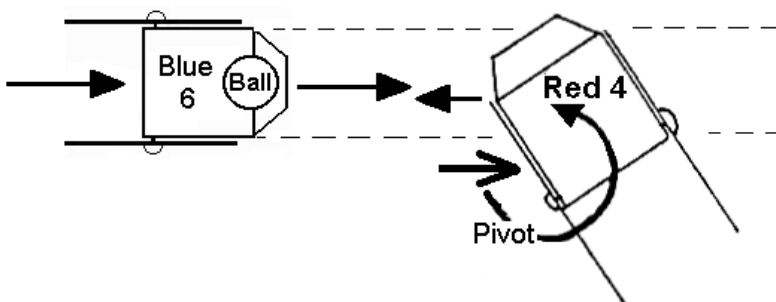
Reference: IWBf Rulebook - Articles 44.5.1; 44.5.1.1; 44.5.1.2

Comments:

- Red 4 must complete the pivot movement before contact occurs with Blue 6. If Red 4 after covering the path continues to pivot towards Blue 6 contact occurs, then Red 4 would be responsible for the contact. This situation is illustrated in *Figure G.2*.
- If the defender can pivot on the spot and maintain his original legal floor position, he retains that legal position. This type of pivot is difficult but possible in a wheelchair.

2. PIVOTTING PAST SQUARE: A stationary defensive player Red 4 who, after pivoting and covering the path of the opposing ball carrier Blue 6, continues the pivoting movement **towards** the opponent and contacts that opponent has committed a foul (see *Figure G.2*).

Figure G.2 Pivoting past square



Red 4 **who was stationary** outside the path of Blue 6 has pivotted into the path of Blue 6 **who has the ball**. Red 4 has **covered the path of Blue 6**.

Red 4 then continues to **pivot** in the direction of Blue 6.

Red 4 is still pivoting towards Blue 6 when Blue 6 who has maintained his path crashes into Red 4.

Decision:

Red 4 is responsible for contact. Red 4 has committed a PUSHING foul.

After covering the path of Blue 6, Red 4 is not entitled to continue to move towards Blue 6.

(Reference: IWBf Rulebook - Articles 44.6.3.2; 44.5.1; 44.5.1.1; 44.5.1.2)

(continued ...)

Pivoting: Comment on Figure G.3: When neither player has the ball (continued ...)

Comment about Figure G.2

Note these decisions:

If we vary the situation in Figure G.2, then there would be different responsibility for contact depending on: (a) whether or not the ball was involved, and (b) who had the ball,

Let's look at each situation.

1. **IF RED 4 HAS THE BALL** in Figure G.2, then Blue 6 would be responsible for contact.

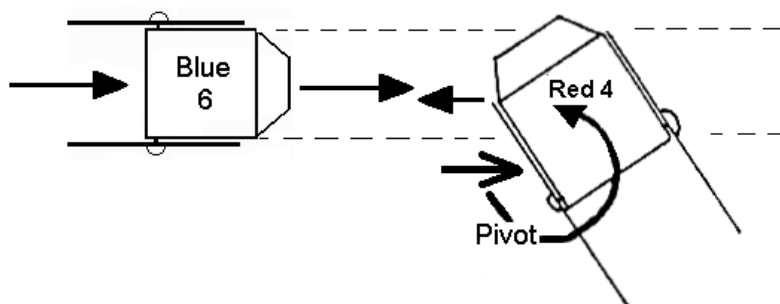
This would be a PUSHING Foul by Blue 6 committed against the ball carrier Red 4.

(Reference: IWBf Rulebook – Articles 44.5.1; 44.5.1.1; 44.5.1.2)

... OR ...

2. **IF NEITHER PLAYER HAS THE BALL** (Figure G.3)

Figure G.3: Neither player has the ball.



Red 4 pivots towards Blue 6.

The final decision rests entirely upon the official's ability to read the play He must be able to recognise the intent of the players involved, and the consequences of the contact.

(Reference: IWBf Rulebook – Articles 43.1.1; 43.1.2; 44.7.4)

In Figure G.3, the official has a judgement call to make. There are a number of possible decisions: These are:

- (a) If **neither** player has the ball, then either player may be responsible for this contact. Red 4 is entitled to pivot **on the spot**.

However this will depend upon two things:

- (i) Whether while pivoting Red 4 maintained his position and pivotted basically on the spot, or
- (ii) Whether while pivoting, Red 4 significantly shifted his position to assume a new position on the floor.

If so, this movement to a new position will be covered by the rules governing LEGAL POSITION.

- (b) It may be a "no call.

For example, both players may have been attempting to reach a loose ball which had rolled between their chairs. If the contact occurred before either had secured the ball, and neither player did anything other than try to reach the ball, then nothing illegal may have occurred. The contact in this case may even be quite severe, but a 'no call' may still be the result.

(Reference: IWBf Rulebook – Article 43.1.1; 43.1.2)

- (c) It may be an illegal screen by RED 4 if the Blue team, but not Blue 6, had the ball.

The Screener must be stationary

(Reference: IWBf Rulebook – Article 44,10; 44.10.3.1)

- (d) It may be a pushing foul by BLUE 6.

(Reference: IWBf Rulebook – Article 46.3.6)

Comment:

Although there are a number of possible decisions in this situation, there are rules to cover all the possibilities. The official must decide which rule is appropriate in each case.

Section H

Screening

Stationary Opponents

Moving Opponents



IWBF

SCREENING

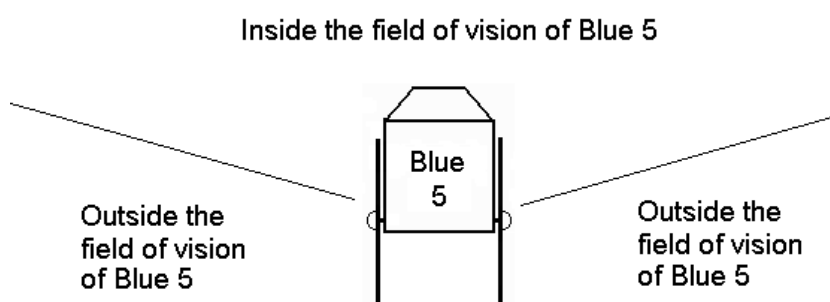
DEFINITION: SCREENING

SCREENING is the action of an **offensive** player who positions his wheelchair in a **stationary** position near an opponent in an effort to prevent that opponent from reaching a desired position on the floor.

In **FIBA** basketball, the FIBA screening rules vary according whether a screen is set *inside* or *outside* a player's *field of vision*. To understand the discussions that follow, you need to understand what is meant by *field of vision*. The term *field of vision* is illustrated in *Figure H.1*

FIELD OF VISION

Figure H.1 FIBA Concept of the Field of Vision



In FIBA basketball, the field of vision of Blue 5 is determined by what a player can see when he is looking straight ahead.

His peripheral vision allows him to see what is approximately to either side of him.

In contrast to FIBA, the **IWBF** screening rules are concerned **only** with Screens set on *moving* players and screens set on *stationary* players. **Whether the screen is *inside* or *outside* the opponent's visual field is not relevant in IWBF screening rules.**

1. SCREENING A STATIONARY OPPONENT

- In **IWBF** basketball when a screen is set **either inside or outside** a **stationary** opponent's visual field, the screen can be set **as close as possible** short of contact.
Comment: This is different to the FIBA rule where the Screening rule varies according to whether the screen is set inside or outside the opponent's visual field.
- An important similarity to FIBA is that in IWBF basketball the screener's wheelchair **must be stationary** after setting the screen. (*Reference: IWBF Rulebook - Articles 44.10.2 to 44.10.7*)

NOTE THESE VERY IMPORTANT POINTS:

1. The requirement that the screener's wheelchair must remain stationary requires some explanation.

*If, after he has set his screen and is stationary, the screener then moves to reset his screen because the opponent has moved, **the screener again must allow the opponent time and distance to avoid contact** in the new screening position.*

2. The official must decide whether he is officiating a **Screening** situation (i.e. where the offensive player who sets the screen is **stationary**) or whether he is officiating a **Guarding** situation where both of the opposing players involved in the situation are **moving**. There are different rules for each of these situations.

(continued ...)

Screening (continued ...)

2. SCREENING A MOVING OPPONENT

The first requirement of the screener in both IWBF and FIBA is that **the screener must remain stationary**.

In wheelchair basketball, the screener must *either* give the opponent time and distance to avoid contact, *or* the screener must *cover the path* of the opponent.

The FIBA concept of screens set either within or outside an opponent's visual field does not apply in IWBF basketball. The only principle to consider in IWBF basketball is whether the player being screened is moving or stationary.

The principle *If he had time to get there, then you had time to avoid the contact* applies here (see the *Comment* below).

When a screen is set on a **moving** opponent, the official must consider the following:

1. Did the screener establish a legal position in relation to the opponent?
To do this, the screener must either *cover-the-path*, or allow time / distance to avoid contact.
2. If the screener was moving head-on at the opponent, did the screener stop in time to allow the opponent time and distance to avoid contact?

If the screener fulfils these requirements, then the screen is legal.

(Reference: IWBF Rulebook – Articles 44.10.6; 44.10.6.1; 44.10.6.2)

However, If Player B sets a legal screen on a moving opponent Player A, then once Player A has moved close to the screener **within the braking distance** (ie, the distance required to avoid contact by stopping or changing direction), the screener Player B must keep his screen stationary. If the screener Player B then moves that screen and **significantly alters his position in relation to Player A**, then Player B may be responsible for any contact that results.

Comment:

Here it is appropriate to repeat the general principle mentioned earlier:

***If Player B had time to establish a legal position
in the path of opponent Player A,
then that opponent Player A had an equal chance
to avoid contact.***

When this principle is applied to SCREENING, the legal position is obtained by allowing the player being screened enough time and distance to avoid contact.

Section I

The Act Of Shooting



IWBF

THE ACT OF SHOOTING

1. WHEN IS A PLAYER CONSIDERED TO BE IN THE ACT OF SHOOTING?

The act of shooting begins when the player begins the motion that habitually precedes the release of the ball or when, in the judgement of an official, the player has started an attempt to score by cocking his wrist, then throwing or tapping the ball towards the opponents' basket.

It is not essential that the ball leaves the player's hand(s). The arm might be held by the defence so that the player cannot throw; yet he may be making an attempt to shoot even though the arm is not in the classic shooting position. (*Reference: IWBf Rulebook - Article 24.1*)

A player who is facing the basket may be considered to be in the act of shooting if:

(a) He holds the ball up in one or both hands with full or partial extension of the arm(s) and with the wrist cocked in the shooting position,

Or

(b) He holds the ball in one or both hands and commences an underhand scooping action in the direction of the basket.

Comment:

This requires a judgement call from the official. A most important consideration is the player's floor position. Obviously a player who pulls down a defensive rebound and pivots, facing upcourt, with the ball in the position described above is unlikely to be attempting a full court shot, even in the final seconds of a half. Such actions would not propel the ball the full length of the court

The official needs to read the play to judge whether the player was in a floor position and a play situation where a shot was likely.

*The player may not have started to actually push the ball towards the basket, but still may be considered to be in the act of shooting. For example, the player may be rolling the last metre or two towards the basket, holding up the ball, wrist cocked, ready to shoot a lay-up, and be in the act of shooting. In this respect, the IWBf definition of the act of shooting may vary slightly compared to the FIBA concept. **This is a very common situation in IWBf basketball.***

NOTE THESE TWO SHOOTING SITUATIONS

- **Situation 1:** Offensive player Red 5 wheels into the restricted area directly under the basket where he receives a pass over the outstretched hand of defender Blue 7. Red 5 cocks his hand in the direction of the basket simultaneously with the receipt of the ball and is struck on the arm by Blue 7 before the ball leaves the hand of Red 5. The shot fails to score.

Decision: A foul is charged to Blue 7. Two free throws are awarded to Red 5.

- **Situation 2:** Red 4 wheels into the vicinity of the basket when he receives a waist high pass while beneath the outstretched arms of defender Blue 7. Blue 7 immediately brings his arms down establishing contact with Red 4 as Red 4 begins to move his shooting hand up towards the basket, but not necessarily in the classic cocked shooting position.

Decision: A foul is charged to Blue 7. Two free throws are awarded to Red 4.

Rationale: A foul should be called at the slightest indication that the arms are being moved upward towards the basket.

(continued ...)

*The Act Of Shooting (continued ...)***2. WHEN DOES THE ACT OF SHOOTING END?**

In wheelchair basketball, the act of shooting continues until the shooter has completed the shooting action (follow through) and has regained his balance. (Reference: IWBFB Rulebook - Article 24.1)

If a shooter is fouled **while still off balance just as the shot has left his hand**, he is considered to be still in the act of shooting.

THE MOMENT THAT THE ACT OF SHOOTING ENDS WILL VARY ACCORDING TO THE DEGREE OF DISABILITY OF THE SHOOTER.

Judging the end of the act of shooting can be different in IWBFB basketball when compared to FIBA basketball.

FIBA has a concept that the act of shooting continues until the player who has jumped to shoot returns to the floor. The equivalent concept in IWBFB basketball is that the act of shooting continues after the shot is released until the shooter has regained his balance.

The time that the shooter needs to recover balance may vary according to the disability of the shooter. A 4.5 player may be balanced almost as soon as he releases the ball. However, a low point player may be off balance for a moment or two longer after he releases the shot – that is, he may take a moment longer to regain his balance compared to a higher point player.

The experienced wheelchair basketball official can recognise when a player has regained his balance. This is essential when judging when the act of shooting has ended.

Comments:

1. *The regaining of balance in IWBFB wheelchair basketball, signifying the end of the follow through, can often be significantly different to that situation in FIBA basketball.*
2. *Regaining control of balance following a shot **may** be indicated by a player doing such things as:*
 - (a) *Grabbing the wheels or the side of the chair to steady himself as the ball is released.*
 - (b) *Sitting back upright, or sitting steady and balanced at the completion of the follow-through of his arms*
 - (c) *Placing a hand on the floor to steady himself*
 - (d) *Choosing to remain lying forward with his chest resting on his thighs
- a low point player may tend to do this.*

*The actions listed above may indicate that the shot is completed.
However, these are just guidelines.*

3. Note that:

- (a) *The player may not have commenced pushing the ball towards the basket, but may still be considered to be in the act of shooting (eg, when a player is rolling in for a lay-up)*

... and ...

- (b) *The player may have released the ball on a shot but may still be considered to be in the act of shooting if he is still following through and off balance when contact occurs.*

Section J

Stationary Opponents

Page J.2

Theory

Page J.3

Casebook Examples



IWBF

GUARDING STATIONARY OPPONENTS

When guarding a stationary opponent, who may or may not have the ball, a defender can position his chair as close as possible short of contact.

The defender must respect the following principles:

1. A stationary player is entitled to the space on the court occupied by his wheelchair.
(Reference: IWBf Rulebook - Article 44.4.1)
2. “An opponent may not place his wheelchair between the rear wheels of an opponent’s chair.”
(Reference: IWBf Rulebook - Article 44.5.3)

Example:

Player Red 4 can take a position as close as possible short of contact next to a **stationary** opponent Blue 6. (In fact, in this situation, it does not matter which team has the ball.)

Red 4 must not contact Blue 4 in taking up this position.

It does not matter which way Red 4 is facing in relation to Blue 6.

WHAT HAPPENS IF THE STATIONARY OPPONENT BEGINS TO MOVE TO A NEW POSITION?

In the above example, if Blue 6 moves to a new position, and defender Red 4 attempts to re-establish a new legal position in relation to his opponent, the principles governing **moving** players apply.

These principles will vary according to whether or not the opponent Blue 6 has the ball.

Let’s look at both possibilities.

1. If Blue 6 had the ball

Red 4 must either *cover-the-path path* or *allow time/distance to avoid contact*.
Red 4 can move to maintain his legal position. (Reference: IWBf Rulebook - Article 44.5)

2. If Blue 6 did *not* have the ball

Red 4 must either:

- (a) *Get to the new position first* before Blue 6, subject to the various requirements of *article 44.7*

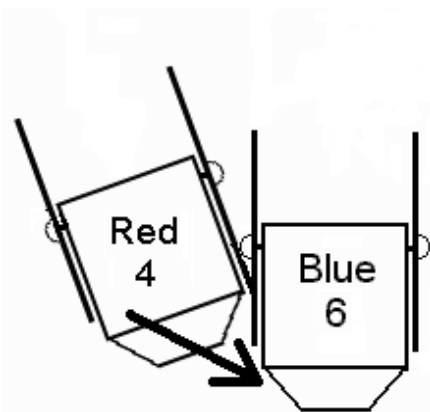
or ...

- (b) Obey the *Crossing-the-path* rules **if he changes direction** while attempting to cut across into the path of Blue 6 (Reference: IWBf Rulebook - Article 44.8)

(continued ...)

Stationary Opponents (Continued)

Casebook Examples:

COMMON TYPES OF WHEELCHAIR SPECIFIC FOULS ON STATIONARY OPPONENTS**Example 1. Holding By Pushing Against The Side Of An Opponent's Chair (Figure J.1)**Figure J.1 Holding

Both players are stationary

Red 4's chair is touching the side of Blue 6's chair.

Red 4 is pushing on his outside wheel to maintain the contact with Blue 6's chair in order to prevent Blue 6 from moving.

Both players are held on the spot by the contact.

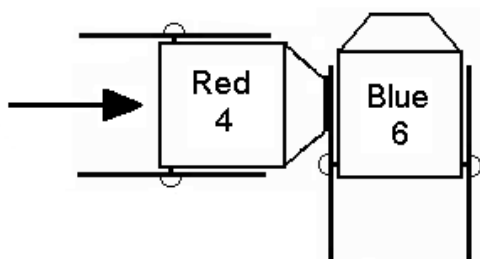
Decision: HOLDING foul by Red 4.

HOLDING is a foul committed on a stationary opponent.

(Reference: *IWBF Rulebook Definition - Article 44.1.5 - Holding*)

Comment:

If Red 4 was pushing Blue 6 sideways, this would be a PUSHING Foul.

2. Holding With The Footrests (Figure J.2)Figure J.2 Holding With The Footrests

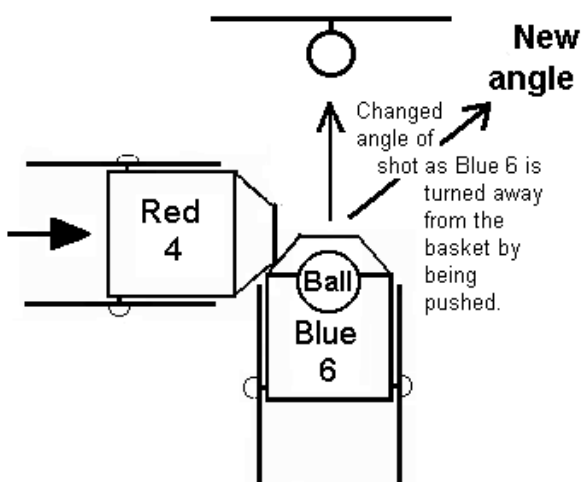
Red 4 has pushed his footrests into the side of stationary opponent Blue 6's chair to prevent Blue 6 from moving. Both players are held on the spot by the contact.

Decision: HOLDING foul by Red 4.

(Reference: *IWBF Rulebook Definition - Article 44.1.5 - Holding*)

Comment:

If Red 4 was pushing Blue 6 sideways, this would be a PUSHING Foul.

3. Pushing and Turning The Shooter's Chair Away From The Basket On A ShotFigure J.3 Turning The Shooter's Chair

Blue 6 has the ball.

Blue 6 is stationary and about to shoot.

Red 4 pushes the side of the footrests of Blue 6 and turns Blue 6's chair away from the basket.

Decision: PUSHING Foul by Red 4.

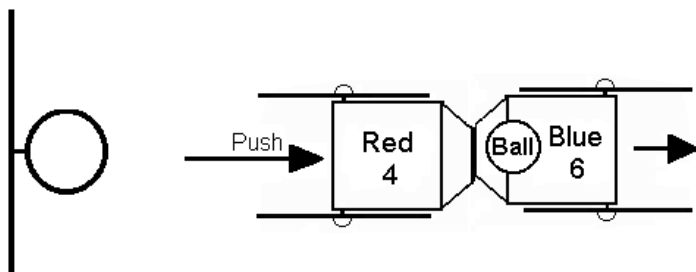
(Reference: *IWBF Rulebook Definitions: - Article 44.1.8 – Pushing*)

This is a very common foul in wheelchair basketball.

The **Lead** official must be aware that during shooting action close to the basket he may miss seeing this type of contact if he watches the flight of the ball and ignores what is happening at floor level.

(continued ...)

Casebook Examples: Common Wheelchair Fouls: Stationary Opponents (continued)

4. Pushing The Shooter's Chair Backwards On A Shot (Figure J.4)Figure J.4 Pushing The Shooter's Chair Backwards

Blue 6 has the ball.

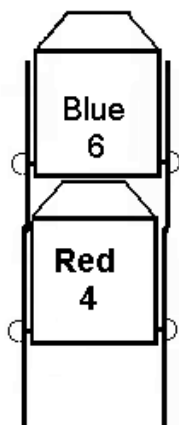
Blue 6 is stationary and is about to shoot. Red 4 pushes forwards into the footrests of Blue 6, and pushes Blue 6's chair backwards as he shoots.

Decision: PUSHING Foul by Red 4.

(Reference: IWBK Rulebook
Definitions - Article 44.1.8 - Pushing)

Comment:

Officials need to be aware of this type of contact. The danger is that the official will be looking up at the ball and the defender's arms and not be aware of a clever gentle push to the shooter's footrests by the footrests of the defender at floor level below the vision of the official. It is easy to miss seeing this gentle but significant contact.

5. Holding An Opponent By Pushing Between The Rear Wheels (Figure J.5)Figure J.5: Holding by pushing between the rear wheels

Blue 6 is stationary.

Opponent Red 4 pushes between the rear wheels of Blue 4 and holds his chair there so that Blue 4 cannot move away.

Decision: HOLDING Foul by Red 4.

(Reference: IWBK Rulebook Definition - Article 44.1.5 - Holding)

Comment:

This type of foul is less common now because many chairs have a rear castor wheel. This castor wheel makes it difficult to push in behind and under an opponent's chair.

SUMMARY – The 3 Basic Principles of Contact

FIRST BASIC PRINCIPLE OF CONTACT

Guarding 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:

1. When both players are MOVING:

(a) Did defender Player A cover the path of ball carrier Player B before contact occurred?

.... or ...

(b) Was the ball carrier Player B given time and distance to avoid contact?

Decision: If the answer to *either* (a) or (b) is YES, then the defender Player A has legal position.

2. 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.

SECOND BASIC PRINCIPLE OF CONTACT

Guarding A Player Who Does Not Have The Ball

When defender Player A attempts to establish a legal position in front of an opponent Player B **who does not have the ball**, the official must consider the following principles:

1. When both players are MOVING:

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

Decision: If the answer is YES, then Player A has legal position.

2. 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. *[See also the rules for Screening- see Page H.1]*

3. When the defender MOVES after being STATIONARY:

If a stationary defender suddenly moves from 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.

THIRD BASIC PRINCIPLE OF CONTACT

Screening: Basic position

The player who sets a screen must be stationary.

1. Screening A Stationary Opponent

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

2. Screening A Moving Opponent

The screener must *either*:
 (a) *Cover the path* of the opponent being screened, or
 (b) Allow the opponent *time and distance* to avoid contact.

Appendix One

All articles in this section were written by Ross Dewell.

Page L.2 Chair Dimensions

Page M.1 Covering The Path

Page M.1 Moving Backwards or Forwards to *Cover The Path*



IWBF

Appendix One: CHAIR DIMENSIONS

- *Some observations by the author.*

I recorded the measurements of a number of chairs at 1996 Australian NWBL matches.

- Allowing for the many individual and unusual chair designs, the sizes in the following diagrams were the approximate **average** measurements.
- The range of sizes were:
 - X: 22 - 25 cms
 - Y: 30 - 33 cms
 - Z: 30 - 33 cms

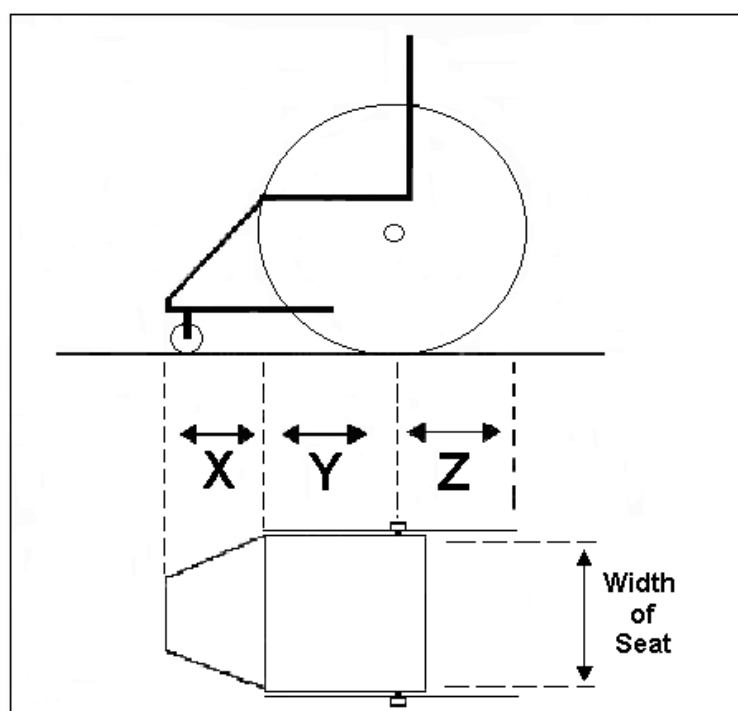
(X, Y and Z refer to the distances in *Figure L.1*)

Rear wheel diameters varied from around 56cms up to 66 cms.
High point players tended to have the larger wheels.

The average width of the seat was 40 cms.

This equates to the average width of the player's path.

Figure L.1



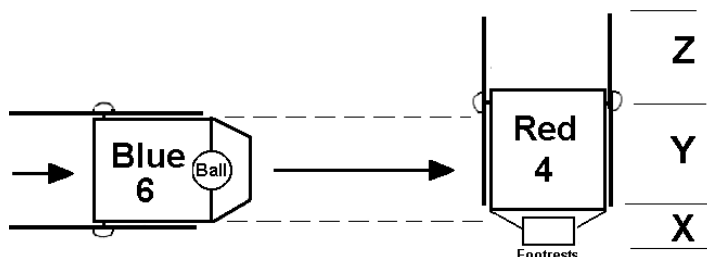
Note: Distance X measured up to 30 cms in some three-wheeled chairs with an extremely long triangular projection around the front castor.

APPENDIX ONE: COVERING THE PATH

When *covering-the-path*, a player can wheel **forwards** into an opponent's path, and cover-the-path **without** getting his rear large wheel axle in the path of the opponent's chair (see *Figure M.1*).

The distance from the front of a chair to its axle (**Distance X** in *Figure L.1*) is in most cases greater than the average width of a chair. This is especially true with the current trend in many modern three-wheeler chairs of having a protective bar in a triangular configuration around the front of the footrests, effectively extending the forward projection of the chair.

Figure M.1



Red 4 has wheeled into the path of opponent Blue 6 and *has covered the path* of Blue 6. Blue 6's large axle is **not** within the path of Red 4. Blue 6 has legal position.
(Reference: IWBF Rulebook - Article 44.6)

Note: The distances X, Y and Z refer to the distances in *Figure L.1* and *Figure M.1*, **Distance X** which is the shortest distance of the three measurements is **less** than the **width** of the average measurement of PATH (i.e. the width of the seat).

MOVING FORWARDS OR MOVING BACKWARDS TO COVER-THE-PATH: WHAT IS THE DIFFERENCE?

When *covering-the-path*, there is **NO** physical difference in the distance travelled by moving **forwards** to establish legal position compared to moving **backwards** to establish legal position. For example, he can cover-the-path of the ball carrier by wheeling across the path backwards.

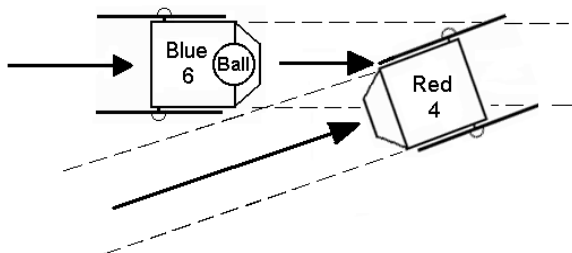
The distance required is determined solely by the width of the opponent's path (i.e. the path of Player A in *Figure M.1* below).

An opponent can wheel in **backwards** in an attempt to establish a legal position but he must fulfil the same requirements as if he had moved in forwards, i.e.

- He must get there first before an opponent who does not have the ball.
- He must either cover the path of the ball carrier, or allow time and distance to avoid contact.
(see *Figure M.1* below).

Casebook Example 1

Figure M.1.



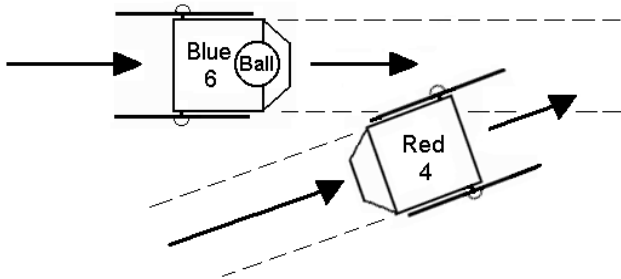
Defender Red 4 has wheeled **backwards** into the path of Blue 6 who has the ball. Red 4 has wheeled far enough to cover the path of Blue 6. Blue 6 crashes into Red 4.

Decision: Red 4 has achieved legal position by covering the path of Blue 6.
(Reference: IWBF Rulebook - Article 44.6.3.1)

For an example of Red 4 failing to cover the path of Blue 6 – see *Figure M.2*

Casebook Example 2

Figure M.2



Defender Red 4 has wheeled **backwards** into the path of Blue 6 who has the ball. Red 4 has wheeled far enough to get his rear axle into the path of Blue 6, but has **failed** to cover the path of Blue 6.

Blue 6 crashes into Red 4.

Decision: Red 4 has not achieved legal position **UNLESS** Blue 6 has had time to avoid contact.
(Reference: IWBFB Rulebook - Articles 44.6.3.1; 44.6.1)

Author's Comment:

- I see the situation in Figure M.2 above, where Red 4 has moved the back of his chair marginally into the path of opponent Blue 6 without covering the path of Blue 6, as being comparable to FIBA basketball where a player has illegally extended an arm or leg in front of an opponent. In wheelchair basketball, if the illegal move by Red 4 is sudden and the resulting contact is significant, the situation may be compared to an able bodied FIBA player tripping an opponent by extending a leg. This has been recognised by IWBFB who have added the new Article 44.7.4 to cover this 'wheelchair tripping' situation.
- The prime consideration in Figure M.2 is whether Red 4 has given Blue 6 time and distance to avoid the contact.

MAINTAINING A LEGAL POSITION WHILE MOVING

The concept of COVERING THE PATH allows a player, after having covered an opponent's path, to move in order to **maintain** his legal position in the opponent's path. (Reference: IWBFB Rulebook – Article 44.6.3.2)

A similar situation exists in FIBA. (Reference: **FIBA** Rulebook 2000: Article 44.6.4)

Appendix Two

Supplementary Reading

All articles in this section are written by Ross Dewell

Page N.2 The PATH Theory of Contact - Some General Principles

Page O.1 Time and Distance

Page P.1 Guarding Situations - The Responsibilities Of The Player With The Ball
and the Defender In Wheelchair Basketball

Page Q.1 Legal Defence - Is There A Need To Stop?

Page R.1 Awareness and Contact

Page S.1 When Is There No Difference in the Rules for *On-ball* and *Off-ball* Contact?

Page T.1 The Difference In Contact Rules Between IWBF and FIBA

Page U.1 Quick Quiz

Page V.1 Index



IWBF

THE PATH THEORY OF CONTACT

SOME GENERAL PRINCIPLES

OVERVIEW

The theory of PATH has clarified responsibility for contact in wheelchair basketball. The IWBF Basketball Rulebook describes its contact rules in terms of Path Theory. This provides IWBF basketball players, coaches, fans and officials for the first time with a definition of exactly what constitutes a legal position on the court. It clearly defines the specific position that a player must have reached to be considered 'legal'. It is a definition that has no exceptions and caters for the ongoing design and development of wheelchairs.

The PRIME requirements in determining whether a player has established a legal position in relation to an opponent are divided in three basic situations:

1. GUARDING A PLAYER WHO HAS THE BALL
2. GUARDING A PLAYER WHO DOES NOT HAVE THE BALL
3. SCREENING.

There are also some wheelchair specific contact situations, such as *Crossing The Path*.

However, this discussion of wheelchair contact principles will confine itself to the three basic situations specified above.

Let's look at each in turn.

1. GUARDING THE PLAYER WHO CONTROLS THE BALL

In the IWBF Basketball Rulebook, *Article 44.6.2* states:

The player with the ball must expect to be guarded and must be prepared to stop or change direction whenever an opponent takes a legal guarding position in front of him.

IWBF provides clear guidelines about exactly WHERE a defender must be to have established a legal guarding position near an opponent who has the ball.

To determine this, an official considers the following two points:

Either ...

1. The defender must have *covered the path* of the opponent.

.... or ...

2. If the defender did NOT cover the path, he needs to have allowed the opponent TIME and DISTANCE to avoid contact.

If a defender has established a legal position in relation to the ball carrier according to either of the above points, then the ball carrier is responsible for any contact that results. The IWBF rules state that when either of the two criteria above are fulfilled by the defender, then the player with the ball is considered to have been given adequate time to execute a decision. He must decide either to continue on his path and gamble on whether he could reach the spot first before the defender, or whether he should brake or change direction to avoid contact.

(continued ...)

*The PATH Theory of Contact - Some General Principles (continued ...)***2. GUARDING A PLAYER WHO DOES NOT CONTROL THE BALL****(a) Moving Defender:**

To establish a legal guarding position against an opponent who does not have the ball, a moving player must '*get there first*'. In other words, if two opponents, neither of whom has the ball, are pushing in a race to reach a desired position on the court, whoever reaches the position first is entitled to that position. (*Reference: IWBf Rulebook – Article 44.7*)

(b) Stationary Defender Who Moves Into The Braking Area Of A Moving Opponent:

A defender who is initially stationary less than a chair length from the braking area of a moving opponent who does not have the ball, and who then moves into the braking area of that opponent must allow the opponent time to avoid contact. (*Reference: IWBf Rulebook – Article 44.7.4*)

3. SCREENING

As in FIBA basketball, a player who sets a screen in IWBf basketball must be stationary.

To set a legal screen, the screener must *either*:

(a) *Cover the path* of the opponent being screened

Or

(b) Allow the opponent time and distance to avoid contact.

4. ANTICIPATING THE DEFENCE**The Player Who Has The Ball Must Always Expect To Be Guarded**

In IWBf basketball, **the player with the ball** is expected to anticipate that he will always be guarded. (*Reference: IWBf Rulebook – Article 44.6.2*)

The player with the ball must be ready at all times to avoid legal defence. This is the same as what is expected of the ball carrier in FIBA basketball.

This is the most important underlying principle that determines the responsibility for contact involving the player who has the ball.

In IWBf basketball, if a defender has established a legal position, whether on or off the ball, then the opponent is considered to have had time to make a decision about whether he should have continued to move and gamble on whether he could have reached the spot first, or whether he needed to avoid the contact.

This is the same as in FIBA basketball.

A moving offensive player in IWBf wheelchair basketball may find that his defender has occupied a legal position very quickly, leaving the offensive player little time to avoid contact. (The same can occur to the offensive player in FIBA basketball.) The same can also be true of a defensive player who encounters a screen. All players are expected to maintain control of their chairs at all times, with or without the ball, so that they can avoid opponents who have established a legal position. Failure to see an opponent or failure to avoid an opponent who has taken a legal position very quickly is no excuse for contact.

In particular, the player who has the ball must be aware that he puts at risk his ability to stop or change direction whenever he takes his hands off the wheels to pass or shoot.

*The PATH Theory of Contact - Some General Principles (continued ...)***5. WHO GOT THERE FIRST? SOME EXAMPLES**

Deciding *Who got there first?* has been made a relatively simple decision because the principles involved in the PATH theory of contact are so simple.

Let's look at two examples where both players are moving.

Example 1

A defender RED 4 attempts to wheel in front of a moving opponent BLUE 7 who has the ball and is trying to reach the same position first. If contact occurs as both moving players try to enter and occupy the same position on court, the official must judge whether the defender RED 4 has covered the path of the opponent BLUE 7, or whether RED 4 has allowed BLUE 7 time and distance to avoid contact.

- If RED 4 has covered the path of BLUE 7, then RED 4 is legal, and BLUE 7 will be responsible for contact.
- If RED 4 did not cover the path of BLUE 7 but did allow BLUE 7 time and distance to avoid contact, then BLUE 7 will be responsible for contact that occurs.
- If RED 4 did not cover the path, and did not allow BLUE 7 time to avoid contact, then RED 4 is responsible for the contact.

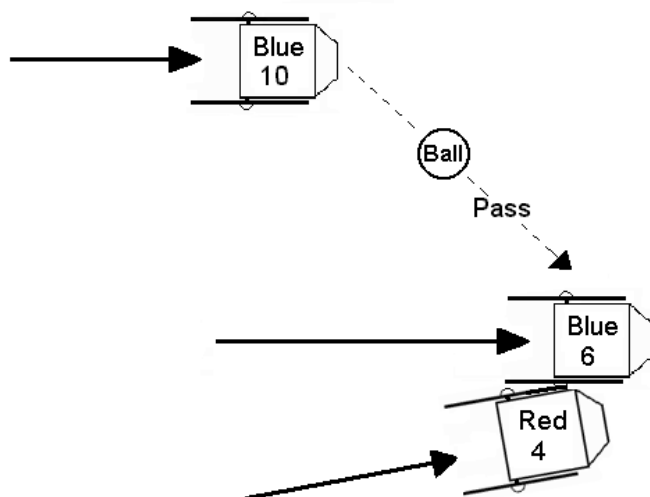
Remember, however, that RED 4 does not have the right, once having covered the path, to continue to move towards Blue 7 and collide head on with him. Red 4 can maintain his position in front of Blue 7 by moving across the path, or by moving away from the opponent while still in his path (as in FIBA). If RED 4 has covered the path of BLUE 7, but then moves out the other side of the path with only the back of his chair still in the path, BLUE 7 cannot continue and contact the rear of RED 4's chair. RED 4 occupied and then continued to occupy the section of floor on which Blue 7 collided with him. RED 4 is legal.

Example 2 (Figure N.1)

Red 4 and Blue 6, neither of whom has the ball, are both pushing hard down the court on a fast break. They are on converging paths. A third player, Blue 10, has the ball. Blue 6 pushes into the key to look for a pass. Blue 10 attempts to pass to Blue 6. As Blue 6 enters the key, looking for a pass, Red 4 crashes into the side of Blue 6 just before Blue 6 catches the pass.

Who is responsible for this contact?

Figure N.1 Blue 10 is passing the ball to Blue 6.

**Decision:**

Pushing foul by Red 4
(Reference: IWBFB Rulebook -
Article 44.7)

TIME AND DISTANCE

There is a correlation between IWBF and FIBA concepts of TIME and DISTANCE.

FIBA allows a player one or two **steps** to stop, depending upon how fast the player is moving.

IWBF allows a player one or two **chair lengths** to stop, depending upon how fast the player is moving.

GUARDING THE BALL CARRIER

In IWBF basketball, the TIME and DISTANCE element becomes a judgement call by the official when a defender stops *in the path* of the ball carrier without having *covered the path* of the ball carrier. In this situation, it is up to the official to determine whether the defender has given the ball carrier sufficient time and distance to stop or avoid contact. The general guide is to allow the ball carrier a maximum of one or two chair lengths avoid contact, depending upon the speed of the chair. If the ball carrier is travelling relatively slowly, approximately one chair length is enough. If he is travelling relatively quickly, no more than two chair lengths should be needed.

Tests conducted in Australia in 1999 by Ross Dewell indicate that one or two chair lengths is more than enough distance for a fast moving player to change direction in order to avoid a stationary opponent.

When a player has *covered the path* of an opponent, the decision about time and distance is **already made** for the official. If the path of the ball carrier is covered, then the defender's position is legal, and the ball carrier must avoid contact. If the path was not covered, then, and only then, does the official need to consider whether the defender has allowed the ball carrier time and distance to avoid contact.

COVERING THE PATH

To *cover the path of your opponent* means to take a position in the path of an opponent so that your wheelchair stretches across from one side of the path of the opponent to the other side of the path.

A player's path is defined as being bounded by the parallels drawn from either side of a player's seat, in the direction that the player is moving.

IN SUMMARY: MOVING OPPONENTS – TIME AND DISTANCE

1. Guarding The Ball Carrier and Screening

IWBF imposes the following requirements on a defender who moves into the path of a moving opponent who has the ball, or a screener who sets a screen on a moving opponent.

- He must *either* cover the path of the opponent (i.e. the ball carrier or the opponent being screened), ... Or...
- If he does *not cover the path*, he needs to have allowed the opponent TIME and DISTANCE to avoid contact.

If he does either of these things, this defender or screener is considered to have established a legal position, and the opponent will be responsible for any resulting contact.

2. Moving Defender v Opponent Who Does Not Have The Ball

To have established a position in the path of a moving opponent who does not have the ball, a moving player must occupy that floor position before the opponent does. In other words, he must *get there first*. There is no time or distance requirement. In IWBF basketball, the player taking this position can be facing in any direction.

3. Stationary Defender v Moving Opponent Who Does Not Have The Ball

If a stationary defender moves from 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.

(continued ...)

The PATH Theory of Contact - Some General Principles (continued ...)

TIME AND DISTANCE

1. EQUAL TIME FOR THE OFFENCE AND THE DEFENCE

PATH THEORY has made it easy for a referee to judge who is responsible for contact **that involves a player who has the ball** when compared to previous IWBF contact theory.

If a defender has had time to *cover the path* of an opponent who has the ball, then the ball carrier is considered to have had equal time to avoid contact, i.e. he has had equal time to have made and acted on a decision about whether his opponent was going to beat him to the position.

In other words, the time that the ball carrier has had to make and execute a decision about whether he needs to avoid contact is the same as his defender has had to reach position. **Equal time for both players.** This is expressed in the following concepts:

"If the defence had time to get there, the offence had equal time to avoid contact"

or, conversely,

"If the offence had time to get there, the defence had equal time to avoid contact"

This is the same concept as the FIBA principle for **Guarding the player who controls the ball.**

In wheelchair basketball, if the defence has *covered the path* of the **ball carrier**, then the defence is legal. Responsibility for contact is now an easy decision. The ball carrier must avoid contact with the legal defender.

When guarding a player who does not have the ball, the defensive player has established a legal position if he *gets there first* if both players are on converging paths. There is no time and distance requirement. However, there ARE time and distance requirements if the defender is stationary and then suddenly moves from within a chair length into the braking area of a moving opponent. He must allow the opponent time and distance to avoid contact.

In a screening situation, the screener must either *cover the path* of his opponent, or allow the opponent time and distance to avoid contact.

A player who pushes into the path of a ball carrier at right angles to that player, and legally covers the path, is not required to stop to maintain his position. The defender maintains his legal position if he continues to roll across the ball carrier's path if the ball carrier has not changed direction. In fact, if the defender has *covered the path*, the same applies if he continues to roll across the path at any angle that will avoid a head on collision with the ball carrier. He is not entitled to roll directly towards the ball carrier and collide head on with him. If the ball carrier changes direction and takes a path that would avoid contact with the defender, then the defender must establish a new legal position in the ball carrier's new path.

2. THE TIME NEEDED TO AVOID CONTACT: IWBF V FIBA

The speed needed either to reach a legal position or to avoid contact is relative when comparing IWBF wheelchair players to FIBA able-bodied players. The FIBA player can take a position much more quickly or unexpectedly than an IWBF player. A FIBA defender at the last instant may legally jump into a position to legally establish that position in front of the opposing ball carrier, leaving the ball carrier no option but to charge.

Compared to FIBA basketball, the IWBF player is usually *within the visual field* of his opponent for far longer than his FIBA counterpart when he commences a move into the path of an opponent. It takes longer for a wheelchair player to push his wheelchair into position compared to a running FIBA player. The IWBF player cannot make a sudden move into legal position the way a FIBA player can. Logically, then, a wheelchair player in general may get more warning – a longer look – at an opponent who is attempting to establish a position in his path than does a FIBA player in the same situation.

The following concept is equally true for IWBF players as for FIBA players – that is, if the defence had time to *get there* (establish a legal position), the offence had equal time to avoid contact. The actual TIME available may be longer in wheelchair basketball, even when the distance is the same, because a wheelchair player does not move as quickly as an able-bodied player does. The wheelchair player takes longer to cover the same distance, so the opponents get a longer time to see what is happening.

3. TIME AND DISTANCE - COMPARING IWBF AND FIBA

If you compare the approximate top speed of a running able-bodied athlete to the approximate top speed of a wheelchair athlete, it is possible to generalise that the able-bodied athlete can cover distance at approximately twice the speed of a wheelchair player. But players in FIBA and players in IWBF are allowed about the same suggested distance to stop to avoid contact (one or two steps v one or two chair lengths).

So in theory a wheelchair player, in terms of time, has twice as long to stop as does his FIBA counterpart. Counteracting this, the wheelchair player with the ball may have to control the ball by placing it on his lap before braking. So although he may have twice as much to do, he may have twice the time to do it in.

However, the IWBF player can **anticipate the play** with the same degree of awareness as a FIBA player. So, in theory at least, the FIBA player frequently has less time than a wheelchair player to make crucial decisions about the time and distance available to him to avoid contact. This is because things happen more quickly in the able-bodied game. Logically, then, the IWBF player has more time available to him than does his FIBA counterpart to make the same crucial decisions about whether he has time to avoid contact. He will be responsible for the consequences of the decisions that he makes.

GUARDING SITUATIONS

The Responsibilities Of The Player With The Ball And The Responsibilities Of The Defender

The IWBF's rulebook *Official Wheelchair Basketball Rules* establishes clear rights and responsibilities for the player who has the ball. It establishes clear guidelines about what the ball carrier should expect from the defence. It also gives clear guidelines about what the defence is entitled to do when attempting to establish a legal defence position in relation to the ball carrier.

THE RIGHTS AND RESPONSIBILITIES OF THE PLAYER WITH THE BALL

The player with the ball has clear rights and responsibilities.

- He has the right to a position on the floor *if he can get there first*.
- He has the responsibility for contact if the opponent got there first. The opponent is considered to have established a legal position first if he has allowed the player with the *ball time and distance to avoid contact*, or if he has *covered the path* of the player with the ball.

THE BALL CARRIER'S RESPONSIBILITY TO ANTICIPATE THE DEFENCE AND TO AVOID CONTACT

- The player with the ball, as in FIBA, must expect that he will be guarded. He must be prepared to avoid contact with a legally positioned opponent by stopping or changing direction. This is stated clearly in the rulebook (*Reference: IWBF Rulebook – Article 44.6.2*). **This is a most important responsibility.** He is expected to anticipate that opponents will attempt to block his path. He is expected *to be prepared* to take avoiding action at very short notice. The same expectation applies to a player in FIBA basketball. In fact, because of the slower movement of IWBF wheelchair basketball players in comparison to FIBA running players, wheelchair players have more time to avoid contact than the FIBA player, even though players in both IWBF and FIBA have the *same* degree of *awareness* of defence players moving into their path.
- A wheelchair player who has the basketball may not be able to stop as quickly as the running FIBA player because wheelchair basketball players cannot simultaneously use their hands to brake their wheels and also control the ball. The running player can stop and control the ball independently. Nevertheless, it is the wheelchair basketball player's responsibility to be aware that, despite the difficulty, he may have to stop suddenly to avoid legal defence.
- The player with the ball does *not* have the right to force his way into any position legally occupied by an opponent. If a defender establishes a legal position in the path of the player with the ball, then that ball carrier is responsible for avoiding contact.

THE BALL CARRIER MUST MAKE A DECISION

Because the ball carrier has the responsibility for avoiding contact with any defender who establishes a legal position in his path, the ball carrier has to be *alert to the need* to make a decision about this when necessary. This is *exactly* the same decision that a FIBA ball carrier in the same situation has to make. If he sees that a defender is attempting to reach a position in his path, the ball carrier must decide whether he can beat the defender to the spot. He may gamble on getting there first. It is a gamble that he may win. **But it is also a gamble that he may lose.** It may be a decision that he has only a brief moment to make. But he is responsible for the results of his decision if he gambles and loses. If the defender beats him to the spot (gets there first) and establishes a legal position by *covering-the-path* of the ball carrier, then the ball carrier is responsible for any contact that results.

(continued ...)

Guarding Situations (continued ...)

It takes time for a defender to wheel *into* the path and then *cover-the-path* of the ball carrier. It is the responsibility of the ball carrier to be aware of the possible movement of a defender into his path. This awareness is one of the skills of the game. This awareness by the ball carrier will influence his decision about whether to take action to avoid the possibility of being called for a charging foul if the defender *gets there* first and establishes a legal position in the path of the ball carrier.

THE DEFENDER ALSO HAS RESPONSIBILITIES

The defender has a similar responsibility to that of the ball carrier. He has a similar decision to make. He must gamble on whether he can *get there first* by *covering-the-path* of the ball carrier, or whether he must avoid contact and allow the ball carrier to take the position. Like the ball carrier, the defender may have only a brief moment to make this decision, and he will be responsible for the results if he makes a poor decision.

LEGAL DEFENCE POSITION

To establish a legal defensive position **in the path of the ball carrier**, the defender must **either**:

- (a) *Cover-the-path* of the ball carrier
- Or
- (b) Allow the ball carrier time and distance to avoid contact.

If the defender has fulfilled *either* of the above criteria, then the ball carrier is responsible for avoiding contact.

NOTE:

Criteria (a) is relevant where the defender and the ball carrier are both moving in an attempt to reach the same position on the court. Whoever reaches that spot first is entitled to that floor position. The defender must fulfil **Criteria (a)** to have established a legal position.

The ball carrier however just needs to reach a position first.

Criteria (b) is relevant where a defender has established a legal position in the path of the ball carrier, without having covered-the-path of the opposing ball carrier.

For example, defender Red 4 is stationary in a position about 10 metres downcourt in the path of the ball carrier Blue 12. Red 4 does not have the path of Blue 12 covered, but clearly Blue 12 has been given time to avoid contact. Red 4 is entitled to this legal position on the court. The ball carrier, Blue 12, has the prime responsibility to avoid contact.

HOW MUCH ROOM DOES THE BALL CARRIER NEED TO AVOID CONTACT?

If a defender stops in the path of the ball carrier without having *covered-the-path* of that player, the defender must leave distance for the ball carrier to have time to stop or change direction to avoid contact. The amount of distance required depends entirely upon the speed of the ball carrier. A wheelchair moving slowly needs less room to stop or change direction than a wheelchair that is moving quickly. A suggested distance is about a chair-length (approximately one metre) for a player moving slowly, and about two chair-lengths (approximately two metres) for a player moving more quickly. This becomes a judgement call by the official.

The referee does *not* have to judge whether the ball carrier has exercised sufficient awareness of the impending presence of a defender in his path. This awareness of the possibility of being guarded is the responsibility of the ball carrier. In fact, the official should take that awareness for granted, and judge *only* whether the ball carrier was given room to avoid contact by stopping or braking or changing direction.

NOTE:

*In the situation described above, even though the path was not covered, a legal position was established by allowing the ball carrier time to avoid contact. PATH theory states that once a defender **has** covered-the-path of the ball carrier, then the defender has established a legal position, and the player with the ball is responsible for any contact that results. Because the path has been covered, the official has had the time and distance judgement **made for him***

DOES A PLAYER WHO HAS *COVERED-THE-PATH* OF AN OPPONENT WHO HAS THE BALL HAVE TO REMAIN STATIONARY IN ORDER TO REMAIN IN A LEGAL POSITION?

The answer is usually *no*, but there is one occasion when he *must* be stationary. That occasion is when he is moving *head on* at the opponent who has the ball with the intention of obtaining a legal *defensive* position. He must stop. He cause contact by pushing head-on into an opponent who has the ball.

Let's look at some examples.

LEGAL DEFENCE - IS THERE A NEED TO STOP?

Question 1.

If defender RED 4 moves across the path of opponent BLUE 8 who has the ball, and covers-the-path of BLUE 8, can RED 4 continue to be moving at the instant of contact, and still be in a legal position?

Answer 1:

The answer is YES, under the following circumstances, which are very common.

If RED 4 moves across the path of BLUE 8 and after *covering-the-path*, he continues out the other side of the path of BLUE 8, RED 4 continues to retain the legal position of that part of the floor still occupied by his wheelchair, including that part which is still in the path of BLUE 8. If BLUE 8 does not change direction and continues on his straight-line path and crashes into the rear side of RED 4's chair, BLUE 8 is responsible for that contact.

Question 2.

RED 4 moves across the path of opponent BLUE 8 who has the ball, and covers-the-path of BLUE 8.

BLUE 8 becomes aware that he is in danger of contacting RED 4.

BLUE 8 changes direction and begins a new path. This new path is in the same direction that RED 4 is heading as RED 4 leaves the path of BLUE 8.

BLUE 8's new path will avoid the section of his old path that RED 4 legally had covered.

What must RED 4 do to re-establish a legal position?

Answer 2:

BLUE 8 is entitled to continue on his new path.

RED 4 must now establish a new legal position by either:

- (i) Covering the new path of BLUE 8, or
- (ii) By establishing in the path of BLUE 8 a new position that allows BLUE 8 time and distance to avoid contact.

Question 3.

What responsibility does the **ball carrier** have if he sees an opponent wheeling directly towards him front on?

Answer 3:

The ball carrier must make a decision about whether the defender is likely to establish a legal position in his path. He must decide whether he should continue on his path in the hope that he will beat the defender to the position that the defender is trying to establish, or whether he should avoid contact with the **potentially** legally positioned defender by either stopping or changing direction.

The ball carrier **always** has the responsibility to be aware that he is **always** likely to be guarded, and that he **always** must be prepared to avoid contact with legal defence.

(continued ...)

*The Need To Stop (continued ...)***Question 4.**

What responsibility does a **defender** have who wheels *head-on* directly at an opponent who has the ball in an attempt to establish a legal position in the opponent's path?

Answer 4:

The defender cannot cause contact by wheeling head-on into the opponent who has the ball. He must establish a legal position either by:

- (a) *Covering the path* of the ball carrier, and then he must stop, because he is moving directly at the defender head on, or
- (b) Establishing a position by stopping in the path of the ball carrier (but not necessarily covering the path) and allowing the ball carrier time and distance to avoid contact by stopping or changing direction.

The distance required to stop or change direction is approximately one or two metres, depending upon the speed of the wheelchair.

Question 5.

How do the rules for an offensive player who attempts to set a *screen* differ to those for the defender in the previous questions?

Answer 5:

The screener must be stationary.
The screener must cover the path, or allow time and distance to avoid contact.

Notes:

1. If Player B sets a screen **inside the braking distance** of opponent player A, Player B must keep his screen **stationary**. If Player B moves that screen and significantly alters his position in relation to player A, then Player B may be responsible for any contact that results.

The first requirement of the screener in both IWBF and FIBA rules is that the screener must remain stationary. (References: IWBF Rulebook - Article 44.10.2.1 and FIBA Rulebook – Article 44.9.2)

2. The player **being screened** must avoid contact with an opponent who has established a legal screen.

AWARENESS AND CONTACT

The Responsibilities of The Player Who Has The Ball

In IWBF basketball, **the player with the ball** must always expect to be guarded. This is stated clearly in the IWBF basketball rules (*Reference: IWBF Rulebook - Article 44.6.2*). This also is stated clearly in FIBA basketball rules (*Reference: FIBA Rulebook - Article 44.6.2*).

In the IWBF Rulebook, *Article 44.6.2* states:

The player with the ball must expect to be guarded and must be prepared to stop or change direction whenever an opponent takes a legal guarding position in front of him.

Thus, the player in possession **must be aware of his responsibility** to avoid contact with a defender who establishes a legal position in his path.

The wheelchair ball carrier is expected **to maintain control of his chair** in order to be able to avoid contact with legal defence.

In FIBA basketball, a defender who establishes a legal position by moving suddenly into the path of the ball carrier does not have to allow the ball carrier time or distance to stop, other than allowing the ball carrier room to land if he was in the air when the defender established his position. **The FIBA rules require that the ball carrier needs to be aware of the possible need to stop or change direction**, and that he must be prepared to do this if need be. The implication of the rule is that if the defender had time to establish a legal position, then the ball carrier has had an equal opportunity to stop. These philosophies also are firmly established in the IWBF basketball rules.

Often, the ball carrier in both FIBA and IWBF basketball is moving so quickly that it is impossible for him to stop or change direction to avoid legal defence. In these cases, he will be responsible for the contact when he charges into the defender. FIBA and IWBF rules would consider that the ball carrier has ignored his responsibility to maintain the control necessary to avoid contact.

In these block/charge situations, the wheelchair player who has the ball has a number of advantages over the FIBA ball carrier. In IWBF basketball, defenders cannot move suddenly and unexpectedly into the path of the ball carrier by moving suddenly from *outside* the ball carrier's field of vision as they can in FIBA basketball. The nature of the movement of the wheelchair means that a defender will come into the ball carrier's field of vision well before the defender can *cover-the-path* of the ball carrier. The wheelchair ball carrier has plenty of warning that a danger situation is developing for him. He has time to see that a defender is attempting to establish a legal position in his path. He must **anticipate** the possible need to stop or change direction quickly.

This is where **AWARENESS** comes in. The ball carrier must be **aware** that a defender is approaching. He must be **aware** of the possible need to avoid contact if a defender successfully covers the ball carrier's path. So the ball carrier must make a decision. Either he can gamble on beating the defender to the disputed position on the floor, or he can change direction or stop to avoid contact. He will be responsible for the consequences of the decision that he makes. He may have only a moment to make and carry out such a decision.

When you take into account the fact that a FIBA player can move at approximately *double* the speed of the fastest wheelchair player, it can be seen clearly that the wheelchair ball carrier in fact may have *more* time to anticipate the need to make such a decision about avoiding contact than does his FIBA counterpart. (The wheelchair 100 metre sprint record is approximately double that of the able-bodied world record).

It is interesting to note that it is not only *the player with the ball* who has to make a decision about whether he needs to avoid contact. The *defender* has a similar decision to make. He can gamble on beating the ball carrier to the disputed position on the floor, or he can change direction or stop to avoid contact because he has judged that he will not reach the position before the ball carrier. Like the player with the ball, the defender also will be responsible for consequences of the decision that he makes.

(continued ...)

Awareness and Contact (continued ...)

It is most important to note the following fact.

Chair control is usually obtained by using one or both hands on the big wheels. A ball carrier who takes **both** of his hands off the wheels and holds the ball above his head ready to shoot or pass has relinquished and chosen to ignore his responsibility to maintain control of his chair at all times. It is a risk that he takes. He will be responsible for any contact caused if his chair contacts the chair of any opponent who has a legal position.

Conclusions

The following five points are important when considering the responsibilities of the *player who has the ball*.

1. The ball carrier must be **aware** that he is always likely to be guarded.
2. The ball carrier must be **aware** of his responsibility to avoid legal defence.
3. The ball carrier must be **aware** of his constant responsibility **to always maintain control of his chair** so that he can avoid legal defence.
4. The ball carrier **always** must **anticipate** the possible need to stop or change direction quickly to avoid legal defence.
5. The ball carrier is **considered to have been given adequate time** to stop or change direction to avoid contact if an opponent has established a legal position in his path.

Reminder

***If Player B had time to establish a legal position
in the path of opponent Player A,
then that opponent Player A had an equal chance to avoid contact.***

Reference: IWBF Rulebook - Article 44.6.1.2

WHEN IS THERE **NO** DIFFERENCE IN THE RULES FOR ON-BALL AND OFF-BALL CONTACT?

There **are** situations where the rules are the same for the three main categories of contact.

The three basic contact situations are:

1. Guarding The Player With The Ball
2. Guarding A Player Who Does Not Have The Ball.
3. Screening

The IWBF rules governing the responsibility for contact are the same **only** when the player being screened or guarded is **stationary**.

In these stationary situations, the Screener or the Defender can position himself as close as possible short of contact to the *stationary* opponent.

So, in these *stationary opponent* situations only, IWBF makes no distinction between ON BALL and OFF BALL responsibilities.

However, when the player being screened is moving, there *are* differences between these three types of situations. Also, *Guarding The Player With The Ball* has different criteria for responsibility for contact. In general, the responsibilities are:

1. GUARDING THE PLAYER WHO CONTROLS THE BALL

The defender must either ..

- (a) Cover the path, or
- (b) Allow Time/Distance to avoid contact

2. GUARDING AN OPPONENT WHO DOES NOT CONTROL THE BALL

If the opponent is moving, the official must decide 'Who got there first?' The defender must obey the rules for Crossing The Path, and the rule about the Stationary Defender who moves into the braking area of a moving opponent (this defender must allow the opponent *time to avoid contact*).

3. SCREENING

The screener must allow a moving defender time and distance to avoid contact.

The Screener must be stationary, otherwise this is not a Screening situation.

The screen can be set as close as possible to a stationary opponent.

FURTHER EXAMPLES OF RULES DIFFERENCES – HEAD-ON COLLISIONS

Here are two common situations that clearly demonstrate the different rules for ON BALL and OFF BALL contact.

Situation 1:

Two opponents are pushing towards each other head-on in an effort to reach a loose ball. Both players collide head on in their effort to reach the ball. Neither player has the ball when the collision occurs. This may be a no call, with neither player doing anything illegal.

However, let's look at the same situation and this time, one of these players has the ball.

Situation 2:

Contact between the SAME two players travelling on the SAME paths (from opposing directions) with the SAME contact would result in a foul being called if one player was a defender pushing head-on straight at the opponent who has the ball. This would be a foul on the defender.

CONCLUSION

There ARE differences in the rules for ON BALL and OFF BALL contact
(Reference: Compare IWBF Rulebook Articles 44.7.1 and 44.6.3.1)

THE DIFFERENCES BETWEEN IWBF CONTACT RULES AND FIBA CONTACT RULES

There are many areas where the IWBF and FIBA contact principles are similar, and other areas where there are important differences.

In addition, IWBF has some wheelchair specific contact principles, such as *crossing the path*.

This article will look only at the three common categories of contact situations described below.

Both IWBF and FIBA divide contact into three basic situations. These are:

1. Guarding the player who controls the ball
2. Guarding a player who does not control the ball
3. Screening

The rules in each situation differ. Let's look at each of these three situations.

1. GUARDING THE PLAYER WHO CONTROLS THE BALL

*This deals with contact **on** the ball.*

Moving Ball Carrier	<p style="text-align: center;">IWBF</p> <ul style="list-style-type: none"> • Cover the path, or • Allow time/distance to avoid contact • Face any direction 	<p style="text-align: center;">FIBA</p> <ul style="list-style-type: none"> • Get there first • No time/distance requirement • Face the ball carrier
Stationary Ball Carrier	<p style="text-align: center;">IWBF</p> <p style="text-align: center;">As close as possible short of contact</p>	<p style="text-align: center;">FIBA</p> <p style="text-align: center;">As close as possible short of contact</p>

(continued ...)

Differences between IWBF and FIBA Contact Rules (continued ...)

2. GUARDING A PLAYER WHO DOES NOT CONTROL THE BALL

*This deals with contact **off** the ball*

Stationary Opponent	IWBF <ul style="list-style-type: none">• As close as possible short of contact	FIBA <ul style="list-style-type: none">• Allow time and distance to avoid contact
Moving Opponent	IWBF <ul style="list-style-type: none">• Get there first, but ...• Obey rules for Crossing the Path and ...• Obey rules for Moving into the braking area from within a chair length after being stationary	FIBA <ul style="list-style-type: none">• Allow time and distance to avoid contact

(continued)

*Differences between IWBF and FIBA Contact Rules (continued ...)***3. SCREENING**

- Screening is an action by an **offensive** player.
- Screening rules deal with contact **off** the ball – i.e., an offensive player setting a screen on a defensive opponent.

Moving
Opponent

IWBF

- Screener must remain stationary
- Allow time / distance to avoid contact

FIBA

- Screener must remain stationary
- Allow time / distance to avoid contact

Stationary
Opponent

IWBF

- Screener must remain stationary
- As close as possible short of contact both inside and outside field of vision

FIBA

- Screener must remain stationary
- As close as possible short of contact if within visual field
- Allow distance to avoid contact if outside visual field

Quick Quiz

Test Yourself

How well did you understand the contact principles?

Test yourself.

Answer TRUE or FALSE to the following questions.

1. By definition, *Crossing the path* involves a *change of direction*.
2. A screener must be stationary in order to be legal if contact occurs.
3. In order to *cross the path* legally, a player must *cover the path* of the opponent.
4. The path of a player is the area in front of the chair bounded by parallels drawn from the outermost edges of the seat of his wheelchair.
5. A defender who is on a *converging path* with an opponent who has the ball only has to *get there first* in order to establish a legal position in that opponent's path.
6. A moving defender who *covers the path* of an opposing ball carrier by moving head-on at that opponent need not be stationary to be legal if contact occurs.
7. A screener must give a stationary opponent room to avoid contact.
8. A defender who pushes into the path of a moving ball carrier must allow that opponent time and distance to avoid contact.
9. In wheelchair basketball, the act of shooting ends when the ball leaves the hand of the shooter.
10. The rules for *on-ball* and *off-ball* contact are always the same.
11. It is legal to *cover the path* by wheeling in backwards across the path.
12. The distance required for a moving player to stop or change direction to avoid contact is two or three chair lengths.
13. The rules expect that the player who controls the ball must anticipate that he will be guarded.
14. To *cross the path* legally, a player must have his front castors in front of his opponent before changing direction and crossing the path.
15. A screen set against a moving defender must allow the defender time and distance to avoid contact.
16. A stationary defender sitting four metres in front of a moving ball carrier must allow that ball carrier time and distance to avoid contact.
17. A moving defender who is on a *converging path* with an opponent who does not have the ball has only to *get there first* to establish a legal position.
18. If a player *covers the path* of an opponent, that opponent is considered to have had time to avoid contact.
19. A slow-moving ball carrier should be allowed no more than one chair-length to avoid contact.
20. A stationary defender who pushes from within a chair length of the braking area of a fast-moving opponent who does not have the ball into the braking area of that opponent is considered to have established a legal position.

ANSWERS IWBf Rulebook Reference

- | | |
|-----------|---------------------|
| 1. TRUE | 44.8.1 |
| 2. TRUE | 44.10.2.1 |
| 3. FALSE | 44.8.2.1 |
| 4. TRUE | 44.5.1.4 |
| 5. FALSE | 44.6.3.1 |
| 6. FALSE | 44.6.3.2 |
| 7. FALSE | 44.10.4 |
| 8. TRUE | 44.6.1; 44.6.3.3 |
| 9. FALSE | 24.1 |
| 10. FALSE | 44.7.1 and 44.6.3.1 |

ANSWERS IWBf Rulebook Reference

- | | |
|-----------|--------------------------------|
| 11. TRUE | 44.5.2 (see also pages M.1, 2) |
| 12. FALSE | 44.9.4 (see also pages O.2, 3) |
| 13. TRUE | 44.6.2 |
| 14. FALSE | 44.8.2.1 |
| 15. TRUE | 44.10.6; 44.10.6.1; 44.10.6.2 |
| 16. FALSE | 44.6.1 (see also pages O.2, 3) |
| 17. TRUE | 44.7.1.2 |
| 18. TRUE | 44.6.1.2 |
| 19. TRUE | 44.6.1 (see also pages O.2, 3) |
| 20. FALSE | 44.7.4 |

Now look up the rule for any answers you had a problem with.

The page references in the answers above refer to the sections listed at the top of each page in this book

Index

Note:

The *page numbers* in this index refer to the actual sheet numbers at the bottom of each page (e.g. Page 47), and not to the section numbers at the top of each page (e.g. Page C.5).

act of shooting, 7, 44, 45, 74
 acute angle, 23, 25
 Awareness, 8, 57, 68, 69
 axle, 19, 20, 25, 26, 55, 56
 ball carrier, 11, 14, 16, 24, 27, 38, 39, 50, 55, 58,
 59, 61, 62, 64, 65, 66, 67, 68, 69, 71
 braking area, 13, 16, 51, 59, 61, 70, 74
change of direction, 19, 23, 26, 74
 Charging foul, 23, 25
Covering The Path, 8
 crossing the path, 13, 19, 71, 74
Curving Paths, 8, 35, 36
 distance, 11, 13, 14, 16, 17, 19, 23, 25, 41, 42, 47,
 50, 52, 55, 56, 59, 60, 61, 62, 63, 65, 66, 67, 68,
 70, 71, 72, 73, 74
 field of vision, 41, 68, 73
guarding, 13, 14, 16, 23, 47, 58, 59, 62
Head On Collision, 8, 31, 33

Legal Position, 8, 10, 11, 56, 65
Moving Defence, 16
 Need To Stop, 8, 57, 66, 67
Off The Ball, 14
On The Ball, 14
Path, 7, 8, 10, 11, 18, 19, 20, 23, 26, 53, 55, 58,
 61, 70, 72
Pivoting, 8, 37, 38, 39
Player Who Controls The Ball, 12, 13, 71
 Player Who Does **Not** Control The Ball, 13, 27, 72
 Screening, 8, 40, 41, 42, 51, 52, 58, 59, 61, 70, 71,
 73
Stationary Defence, 16
Time and Distance, 8, 10, 11, 57, 61, 62
 tripping, 27, 28, 56
 wheelchair and its path, 9
 wheeling in backwards, 24, 74
Who Got There First, 13, 26, 60