



WHEELCHAIR BASKETBALL RULES

Participants must present a physical copy of their UGA ID card, a picture of their UGA ID card (front and back), or their Digital Student Profile from Athena before every game... NO EXCEPTIONS!

NFHS Basketball rules will govern intramural basketball play with the following exceptions:

A. PLAYER ATTIRE

- a. Teams must bring both light and dark colored shirts for this event
- b. Court shoes must be worn.
 - i. Athletic shoes are required.
 - ii. No sandals, boots, boat shoes, crocs, turf shoes, etc.

B. THE GAME

- a. Teams will play with four players on the court in wheelchairs at one time. A team must have *three (3) players* present at the start of the game to begin play.

C. CLOCK

- b. Games will consist of four (4) four-minute quarters, with a five (5)-minute halftime period. The clock will continue to run unless an injury, safety hazard, or time-out occurs

D. TIMEOUTS:

- a. Teams will be allowed 2-timeouts PER GAME.
- b. No timeouts will carry over into overtime.
- c. If an official grants a timeout erroneously, the game will immediately continue without penalty.
- d. If a timeout is called when there are no more allotted timeouts, a technical foul will be awarded, and the timeout will be granted.

E. SUBSTITUTIONS

- a. Substitutions are to take place at the scorer's table ONLY.
- b. Substitutions will be made during dead balls.
- c. A substitute entering the game will take the exiting teammate's chair.
 - i. If a team dunks prior to the game, the opposing team will begin the game shooting technical foul shots

F. PLAYER CONDUCT

- a. A player(s) ejected from the game by Comp Sports Staff for unsportsmanlike behavior must remove him/herself from the gym (out of sight and sound) within 60-seconds. He/she will also be required to leave the Ramsey Student Center.

- i. Failure to comply with the above stipulations will result in a team defaulting its game. It will be the offending team's responsibility to assist in removing the ejected participant.
 - ii. If a team is losing its game, and an ejected player does not leave, the team will forfeit the game.
 - iii. Any player caught violating this rule or any other rules/policies will face the sanctions.
 - iv. If a player is ejected during the playoffs and that is the team's SECOND ejection for the season, the game will be ended, and the opposing team will win the game.
 - v. If an ejected player returns to the facility after the game to exhibit further displeasure, he/she will be disqualified for the remainder of the season and will face a much more severe suspension pending a meeting with the Competitive Sports administrative staff.
 - vi. A player or team that is verbally abusive toward the scorer's table or any other Department of Recreational Sports Student or Professional Staff may receive a technical foul for their words or actions.
- b. A player who commits:
 - i. Two (2) technical fouls in a game will be ejected from the game and must set up a meeting with the Competitive Sports administrative staff before being eligible for future participation.
 - ii. One (1) foul that in the Comp Sports Staff judgment is deemed to be flagrant/dangerous may be ejected.
 - iii. An unsportsmanlike act before/during or after a game may be ejected by any member of the Recreational Sports Staff.

G. OVERTIME:

- a. During the tournament, teams will continue to play two-minute overtime periods until a winner is determined.
 - i. If a team uses a timeout in overtime period 1, they will have 0-timeouts remaining for any additional overtime periods.

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