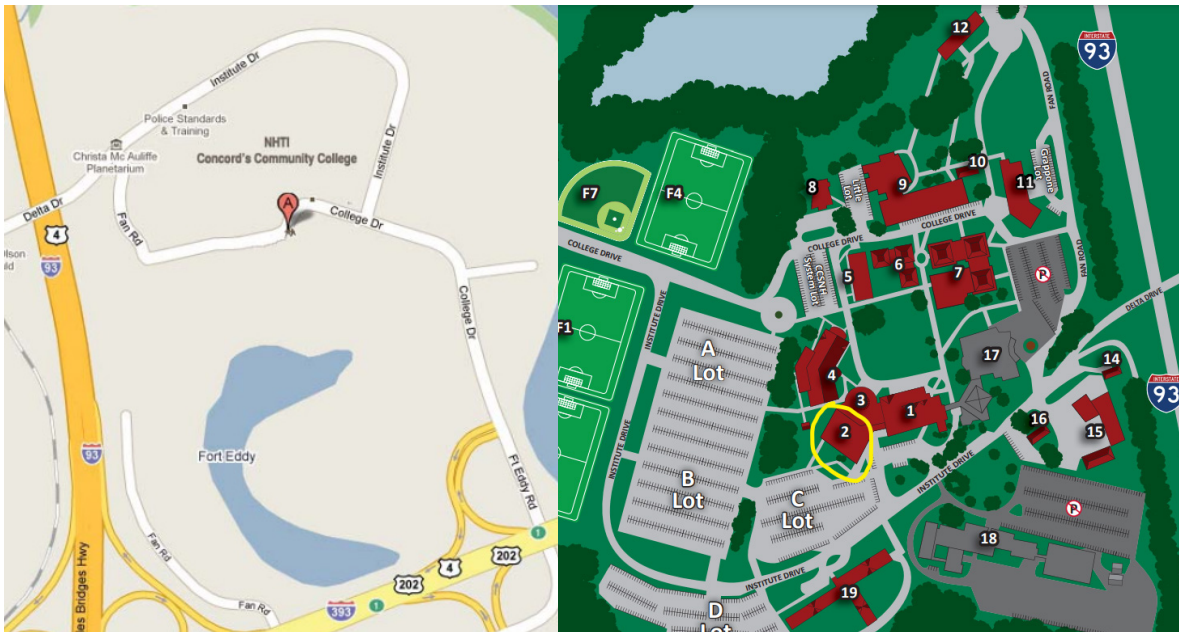


DIRECTIONS TO THE COURT

NHTI – Concord's Community College
Crocker Wellness Center (Gym / Building 2)
31 College Drive, Concord, NH 03301



From Points North or South:

I-93, Exit 15 East to I-393 to Exit 1 and follow signs

From Points West:

I-89 to I-93 North to Exit 15 East to I-393 to Exit 1 and follow signs

From Points East:

Route 4 to I-393 to Exit 1 and follow signs

HOW TO PLAY

The rules of wheelchair basketball are similar to standard basketball rules created by the Men's National Collegiate Athletic Association, but differ in these fundamental ways:

Advancing the Ball

For every three pushes on the chair, a player has to do something with the ball – pass it, shoot it, or put it on the floor for a dribble. Once you put it on the floor, you can take three more pushes.

Traveling and Double Dribbling

If a player touches his wheels more than three times after s/he receives or dribbles the ball, s/he is in violation of traveling/double-dribbling.

Loss of the Ball

If a player in possession of the ball makes any physical contact with the floor or tilts the chair so far backward that the safety casters touch the floor, it is a violation and the ball is awarded to the other team.

Out of Bounds

In wheelchair basketball, a player is considered out-of-bounds when any part of the player's body or wheelchair touches the floor on or outside the boundary.

Player Location

The location of the player is determined by the location of the big wheels of the wheelchair.

Fouls

Fouls occur when the one player or his wheelchair comes in contact with an opponent of his or her wheelchair. Physical advantage fouls occur when a player with a functional leg uses it to advantage during a game.

Ties

In the event of a tie, there will be a shootout to determine the winner. Here are the rules for determining a winner:

Players will shoot from the bottom of the key.

A player from Team 1 will shoot, then a player from Team 2. If the first shooter scores, the second must score to keep even. If the first player misses, and the second player scores, Team 2 is the winner. If both miss or both score, go on to players 3 and 4. Continue in this fashion until a winner emerges.