



RULES

Rev. N° 12

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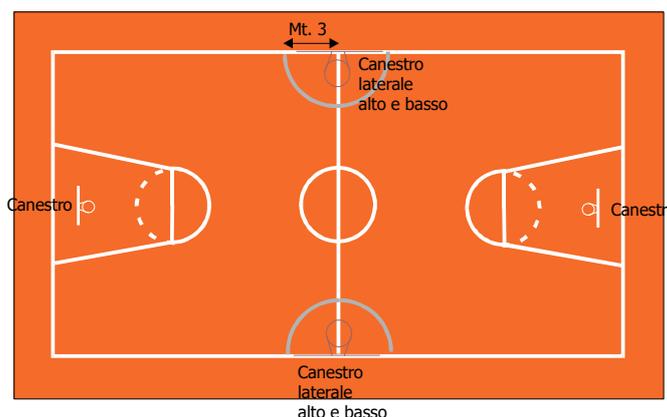
The changes in the Rev.12 are highlighted in yellow and they concern: Roles 1,2,3,4 who cannot score more than three baskets for period (rule N. 9 introduced experimentally IS CONFIRMED); the questionnaire for the evaluation of skills in the game in Attached B is introduced experimentally; in the summary of role characteristics on page 6, the fundamentals of Baskin to define role 4 and role 5 are introduced.

Previous revisions:

N° Revision	DATE	N° Revision	DATE
1	25/10/2007	7	12/10/2011
2	25/08/2008	8	14/11/2012
3	25/10/2008	9	03/10/2013
4	28/08/2009	10 Integrated	10/11/2014
5	14/05/2010	11	02/11/2015
6	13/10/2010		

CHARACTERISTICS OF THE GAME:

Court (adjusted): Basketball court (standard measures) with two traditional baskets and two baskets on the court side (on the perimeter of the half court) with h 2,20 mt and with two semicircular areas (radius 3 mt) divided into five sectors. Under the side basket it is possible to place another, lower, basket for the players with role number 1 (h = 1.10 mt). It is possible to trace the two semicircular areas with tape. Another traced semicircular area (radius=3.70 mt) shows the area where a foul suffered by a player who is bringing the basketball to the pivot automatically causes the basketball to go to the Pivot for the shot.



Enlargement of the side areas with the subdivision in sectors:



Fig. 2

Example of the low and high side basket:



GAME TIME: 4 periods of 6 minutes each.

Every time the referee blows the whistle, the time stops. On every score from the side baskets the time stops, it doesn't stop on the score from the traditional baskets except during the last two minutes. In case of a tie at the end of the fourth period, there will be as many 3-minute periods as necessary.

BASKETBALL: the basketball used during the game is a small basketball for kids (mini-basket). Other balls with different dimension and weight can be used by players with role number 1. The position of the different balls, during the game, is at the bottom of the side baskets. The referee must check that every ball needed is present at the beginning of every period.

REFEREE: at least one referee is required.

NUMBER OF PLAYERS: numbers of players per team not higher than 14, **6 players must be on the court; in case of fouls or injuries, the number of players on the court cannot be lower than 4. In case the number of players is lower than 4 (only 3) the team without enough players loses the game.** Every player has a role, from 1 to 5, based on the characteristics explained at the next point. Every player has a two-digit number: the first digit shows the role of the player, the second is different for every player. The sum of the digits showing the role cannot be higher than 23. Every player must play. The numbers on the jersey must be visible on the front and on the back.



THE ROLES: the roles are assigned according to the ability of the player to: use his hands, walk, run and balance. The first digit of the number on the jersey shows the player's role.

Number 5: player without disabilities who owns all the fundamentals of basketball. (He can also be a tutor for other players).

Number 4: player with or without disabilities or with prosthetic limb enabling him to walk and run (a functional evaluation during the game will either

confirm his Role 4 or switch him to a different role). The player must: have the complete or partial use of his hands, be able to walk, be able to run dribbling continuously. He can perform travelling when he starts to dribble. He performs the fundamentals of baskin slower than a player 5. He cannot make a lay-up.

Number 3: player with or without disabilities who must: have the complete or the partial use of his hands - and therefore throw also into the traditional basket, be able to walk, be able to run dribbling continuously or not. His motion is not smooth, with poor coordination and/or balance.

Number 2: player with disabilities, with the complete or the partial use of his hands for the shot at the high side basket, he can walk around the area. He is not able to run (**Role 2R:** a Role 2 player who is able to run, or, if on the wheelchair, owns the wheelchair basket fundamentals): he is a pivot who is able to move on his own in the area. When he receives the ball, he must dribble twice, go over the line of the area in one of the five sectors and shoot. The role 2R must cross the traced line. He cannot be obstructed. He has 10 seconds to shoot from the moment when his teammate enters the area. If the role n. 2 is a player on the wheelchair he must move on his own and dribble twice. If he is able to use only one arm, he can be moved by the teammate who brought him the ball (travelling and double dribble do not count during this action: the basketball may be held by the Tutor, while he is moving the Pivot) and he does not need to dribble twice. Besides, the ball can be handed to the Pivot also after he has been placed outside the area. In this case the role n. 2 is defined 2T (**2+Tutor**). This role (2T) also covers the player who can move with the aid of a perambulator, since he can neither dribble nor carry nor pick up the basketball.

Number 1: player with disabilities who is not able to move (due to motor deficits), not even on the wheelchair, unless others help him. He is not able to move the wheelchair with either arm but he is able to shoot. He is always in the side areas and only teammates can bring him the ball. If the ball is too big, it can be replaced with a smaller ball chosen by him. The smaller ball is placed at the bottom of the side baskets. The role n. 1 has 10

seconds to shoot from the moment when his teammate gives him the ball. The position for the shot can be chosen, but he cannot be closer than 0.8 mt to the sideline. A line marks the distance and the bigger wheel of the wheelchair cannot cross it. He is a pivot and therefore he cannot be obstructed.

Recap:

Only the use of the hands for the shot, he is on the wheelchair and he cannot move it manually (He has not the strength)	Use of the hands. Able to walk and run in a limited way (If on the wheelchair, he can use at least one arm)	Use of the hands. Able to walk and run dribbling continuously ot not. Poor balance. Slow.	Use of the hands. Able to walk and run dribbling continuously. Fundamentals not perfect. Not very fast.	He owns all the fundamentals of Baskin: dribbling shot entrance pass carrying the basketball defence Fast.
PIVOT	PIVOT			
1	2	3	4	5

For the details of the role assignment it is necessary to consult the System of Assignment of the Roles of Baskin currently in use.

For observation during the game, see the questionnaire for the assessment of abilities (Attachment "B"), introduced experimentally.

PLAYERS' TASKS:

The roles n. 1 and 2 are pivots and they cannot be obstructed. It is possible to have only one pivot at a time in the area. The roles number 3, 4 and 5 can use any type of man marking. The role n. 1 (pivot who cannot walk) stays in the side areas, watches the game and has 10 seconds to shoot from the moment when his teammate gives him the ball. They have two options: a) the pivot role n. 1 decides to shoot only once; if he scores the basket, it counts three points. b) the pivot role n.1 decides to shoot twice; in this case if he scores (it does not matter if at the first or at the second try), the basket counts 2 points. The referee must communicate right away to the table the decision of the pivot. They cannot be obstructed because the other players cannot enter the area. The role n.1 can use a smaller ball to shoot. The basket counts only if the shot follows a parabolic trajectory (the pivot cannot drop the

ball in the basket by placing his hand over the basket). If the spasticity of the player does not allow him to bend his wrist or his arm, the throw can be modified by placing the ball on a slide with no edges within the usual 10 seconds. The length of the slide must be six times the diameter of the ball, and its width must not exceed twice the diameter of the ball.

The role of those players is 1T, which must be specified on the report. (This rule is experimental: for dimensions, shape and material, see the picture enclosed).

When the teammate enters the area to bring the ball to the pivot the time stops; the referee must raise his hand to point out that the time stops. In case the period ends when the player enters the area (his foot must be inside the area at the moment of the sound), the pivot can shoot and he always has 10 seconds to shoot. A teammate can also pass the basketball to the pivot from out the area (not from the throw-in), but only with a bounce pass. In this case the pivot must catch the ball. The time stops, and the 10 seconds start when the pivot catches the basketball. If the pivot needs a different ball, the teammate who passed the basketball must give another ball to the pivot.

The game always restarts with a throw-in from the sideline. The throw-in must be over the small lines traced two meters from the side area (see picture n. 2).

The players with the role n. 2 must watch the game and shoot at the high side basket. They have 10 seconds to shoot from the moment when the teammate enters the area and they must shoot over the line of the area. Like the players with role n. 1, they are free to shoot without defense and, for safety reasons, they must stay in the protected area while the other players are playing on the rest of the court. They can go out of the area to shoot only if a teammate brings them or passes them the basketball (with a bounce pass, not from the throw-in). They can also pick up the basketball if it goes into the protected area. The time stops only if the player with the role n.2 scores.

Once a teammate brings the basketball to the pivot, he must dribble at least twice. He also must move to one of the three sectors and shoot over the line. The basket is worth two points from the central sector and three points from the side sector. The players with the role n. 2R who can run, but are not able to use it or the players on a wheelchair who own the fundamentals of wheelchair basket, must shoot over the traced line (0,7 mt farther than the others) and they have 7 seconds to shoot. The teammate who brings them the basketball must cross the continuous line of the semicircular area to give the ball to the pivot. The rules for the rebound do not change, but also the other players who are waiting for the rebound must be over the traced line. When the ball is in the air the players can get close to the continuous line of the area, without crossing it. If one player crosses the traced line

before the basketball is in the area, the pivot can shoot again. If the pivot picks up the basketball or someone passes him the basketball, the pivot can choose either to shoot or to pass again the basketball to a teammate out of the area. In the first case he has 10 seconds to shoot, in the second, 5 seconds to pass.

When he shoots, he needs one meter distance from the other players to avoid any type of defense (see lines in picture n.2).

In case the period ends when a teammate enters the area (his foot must be already inside the area) he can always shoot before the 10 seconds.

If the pivot does not score, he can enter the area after the shot to catch the rebound. If the pivot is a role 2T, the teammate who brought him the ball (his Tutor) can enter the area to catch the rebound and give the ball to the pivot. The Tutor can give him the ball only after the pivot is inside the area and the pivot can enter the area alone or with the help of another teammate (his Tutor). When the tutor gives him the basketball he has 5 seconds (10 if on the wheelchair) to pass (not hand) the basketball to a teammate (not to the Tutor who brought him the ball) out of the area. The player who receives the ball cannot reenter the area right away; he must pass the ball to at least another player. For the role 2T the 10 seconds start when the Tutor catches the rebound.

The number of players who can stand around the area while the pivot is shooting is two per team (the pivot who is shooting does not count and the player who brought the ball to the pivot cannot catch the rebound, but he can stand by or behind the pivot). No player will stand behind these rebound players (in the 1 mt radius cylinder), while these players will place both feet by the line, never placing a leg behind another bouncer's leg.

After reminding the players to respect the rule, the referee can decide to annul the basket if the teams do not respect the rule. If the pivot does not score and the opposite team does not respect the rule, the pivot can repeat the shot. If the team who attacks does not respect the rule, the game restarts with a throw-in for the team who defends. The players with role 2T and 2R must be marked on the report.

The players with role 3 can shoot at the high side baskets from out of the area or at the regular baskets. When they start to run they have to dribble at least twice with or without interruption (if they dribble before they start to run, the two dribbles do not count). Small changes of position of the ball performed without running do not require the two dribbles. If a role 3 receives the basketball while in the three seconds area, he can run without dribbling, but if he receives the ball outside the area and then he enters, he must dribble twice. Every time the player with role 3 changes direction, he must dribble twice before he changes direction again and he cannot make more than 4 steps without dribbling. If the player shoots without dribbling twice, the penalty is that the

opposite team gets the basketball and in case of basket, it is considered not valid before the game restarts with a throw-in for the opposite team. The only player who can defend on a role 3 is another role 3. Every basket at the high side basket is worth two points (shot from out of the area), every basket at the regular basket is worth 3 points. Every foul while a player is shooting is punished with 2 or 3 free shots, based on which basket he was shooting at. Players with role 3 can commit travelling or double dribble.

Also, players with role 4 and 5 cannot defend on players with role 3 at any time of the game (illegal defense). They must stand at least at one arm's distance from the player with role 3 and they cannot steal him the basketball. In case of rebound, however, this rule does not count.

The players with role 4 must shoot only at the regular baskets and they must run dribbling. Players with role 4 can defend on other players with role 4. Every basket is worth 2 or 3 points, depending on where the shot started, if inside the three points area or outside. They cannot commit travelling and double dribble, but they can commit travelling on the first step. Every basket made from a lay up does not count and the basketball goes to the opposite team. Before shooting, the player must stop.

Players with role 5 cannot defend on players with role 4 at any moment of the game (illegal defense). They must stay at least one arm's distance from the player with role 4. In case of rebound this rule does not apply. The only players who can defend on a player with role 4 are other players with role 3 and 4.

The players with role 5 must shoot at the regular baskets; they can defend only on other players with role 5. Every basketball rule applies for them and they can shoot only three times per period. Every basket is worth 2 or 3 points based on where the shot started, inside or outside the three points area. They can commit travelling or double dribble. The shot count as one of the shots even if there is a foul on the player who is shooting. The shot does not count as one of the shots if the player commits travelling or double dribble before the shot.

If the player with role 5 shoots for the fourth time, the game must stop and the basketball goes to the opposite team for a throw-in. Any foul before the shot must be marked on the report and the basketball goes to the team who suffered the foul. In that case, there are not free shots because the action could not finish with the shot. The same rule applies when a player with role 4 suffers a foul during a lay up or a role 3 suffers a foul while he is shooting before making the two dribbles.

Every player must be the tutor (help, take care...) of one of his teammates with role 1,2,3, guiding, helping and supporting him when he is in possession of the ball.

Also:

The player who brings the ball to the player with role 1 must also place his teammate in front of the basket, give him a different ball if needed, pick up the ball for the second shot and place the teammate facing the game after the shots. The game restarts only after the player with role 1 is watching the game again.

GAME RULES:

Rule 1 - Players on the court

Every team must have on the court (until there are enough players without fouls on the bench, see rule 7) one pivot, one player with role 3 and at least two players with role 5. The sum of the digits showing the role cannot be higher than 23. If the referee, or the table, or the opposite team see that the sum is higher than 23, the game restarts with 2 free shots at the regular basket and the ball goes to the opposite team. There must be at least one woman and one man among the players with role 4 and 5. If on the court there are 3 players with role 5, one must be a woman.

Women players with role 5 during a lay up and shots cannot be obstructed by a man with role 5 (he must keep his arms down while she is shooting). This violation is punished like an illegal defense (with two free throws and the basketball to the opposite team). Any other player can defend on the woman player with role 5. In any other period of the game, a man with role 5 can defend on a woman with role 5. In case a team does not have at least 2 players with role 5 or women players with role 4 or 5, or one player with role 3, because of fouls or injuries, the game goes on, but the team must play with less players. The number of players must be equal to the number of players who cannot play. With only 3 players on the court, the team loses the game.

Rule 2 - Substitution

The substitutions are free, but the sum of the roles on the court cannot be higher than 23.

Time stops during substitutions. The rule for the request of a substitution is the same as the basketball rule. The only difference is that it is possible to have a substitution also after a score at the side baskets.

In case after a substitution there are not two players with the same role on the court, the rule does not change: the player with the lower role can defend on the player with the higher role, but not vice versa.

Rule 3 - Beginning of the game

The game starts with a jump ball between roles 5. The side

basket to attack is on the right of the player who jumps.

Rule 4 - Throw-in

On any throw-in, the defender must stay one meter from the player with the basketball. There are two possibilities for a throw-in:

- Roles 4 and 5 can dribble to give the basketball (they only have 10 seconds) to a role 1, 2 or 3.
- Roles 3, 4 and 5 can pass the basketball to a teammate. They have 5 seconds from the moment they receive the basketball.

The defender can stand near the side area to protect it.

After the player with role 1 shoots (once or twice), the game restarts with a throw-in for the opposite team, outside the side area, on the side of the court where the team defends.

Rule 5 - Side areas

The role 3, 4 and 5 cannot enter the side areas (3 mt radius) unless they want to give the basketball to the pivot. They can enter only to give the ball to the pivot, replace it with a different one if needed and help the teammate go to his position, then they must go out. To enter the area they must dribble at least once outside the area. The defender must stay out of the area. If the defender enters the area even with only one foot while he is trying to defend, the basketball goes to the pivot (violation of invasion).

The game time starts again after the referee gives the basketball to the Tutor, who was bringing the ball to the pivot, inside the side area. The same applies in case of foul inside the area.

The roles 3, 4 and 5 can take the rebound staying out of the area, but if they fall inside the area, even without the basketball, they commit a violation. During an action the players can run through the side areas only without the basketball and when the game is far away. (The referee will decide if the distance is enough not to affect the outcome of the game) Every violation of this rule is punished with a throw-in for the opposite team.

Rule 6 - Duration of the actions.

Every team has 30 seconds to finish the action. If there is no stopwatch, the referee must check on the time.

Rule 7 - Fouls

A player can commit 5 fouls. Any foul during a shot is punished with 2 or 3 free throws at the basket where the player was shooting. Any other foul is punished with a throw-in for the opposite team.

When a player suffers a foul while he is bringing the basketball to the pivot (he is in the traced area around the side area) the pivot can shoot according to the rules of his role. Traced area means a circular area 70 cm wide marked by a dashed line.

Every foul suffered by a role 5 in the last 2 minutes of the game (4th period and during overtimes) is punished with 2 free shots.

If a player with role 5 suffers a foul while he is shooting outside the three points area, he has three free shots.

Any illegal defense committed by a role 4 or 5 is marked on the report with the letter "L". Also running on the side of a lower role number is considered illegal defense, even if the player is not defending on him, nor is he entering his 1 mt radius cylinder. Only by being already in position and by standing still can the roles 4 and 5 avoid the illegal difense.

Rule 8 - Defense helps

Players with the same role can help each other with the defense. When a player defends on a lower role number, that is a violation (it is a foul marked on the report with the letter "L" and it counts as one of the 5 fouls) punished with two free throws and a throw-in for the opposite team.

If the player who suffers the illegal difense is a role 3, he shoots the 2 free throws at the high side basket from the traced line (where the role 2R shoots).

If the payer takes the rebound or he picks up the basketball, that is not a violation of defense helps.

Rule 9 - Number of shots

The players with role 5 can shoot only 3 times per period. Every shot from outside the three points area is worth 3 points, while roles 1, 2, 3, 4 can shoot maximum 3 times per period. If a role 3 or role 4 player suffers a foul during a shot, he can shoot the free throws with no reduction on the bonus of the free throws. The free throws give a score. If the free throws are peformed to sanction illegal defense, they do not reduce the bonus available.

Every shot that a role 5 makes or every basket shot by roles 1, 2, 3, 4 is marked on the column shots of the report (similar to the basketball report, slightly modified and enclosed hereafter).

Rule 10 - Other differences from basketball

Backcourt violation does not exist, nor do a maximum number of seconds to cross the half court, the 3 seconds violation, the bonus for fouls. The jump ball exists, always to be performed at the center of the court.

Notes and unusual situations

In case of unusual or unexpected situations, it is possible to have exceptions to the rules. The teams must talk and agree on the exception before the beginning of the game. The referees must agree, too. Every exception must be marked on the report and signed by the coaches and the referees.

In the case of role 2 players, any exception will rule out the three point shots. The Local Technical Commission shall define the limits and possibilities of the "unusual situations" and shall share them with the National Technical Commission.