

be in overall charge of the tournament. Each umpire shall be in charge of a match, the court, and its immediate surrounds. Service judges and line judges shall be used whenever practical.

5.8.2 Qualifications. The referee and umpire shall be certified by a national or international governing body for badminton. The service judges and line judges shall have experience at those positions.

5.8.3 Officials uniforms. The badminton officials shall wear either a uniform provided by the competition host or the customary uniform of the official's home country. Scoring table personnel and other assistants shall wear uniforms specified by the competition host.

PART 6: BASKETBALL TECHNICAL RULES

6.1 ELIGIBILITY

6.1.1 Age divisions. Basketball may be offered for the Junior A (7-11 years), Junior B (12-15 years), and Open (any age) Divisions. Players who choose to compete in the Open Division may not also compete in the Junior A or Junior B Division.

6.1.2 Gender. The competition host may determine whether separate competition divisions are held for males and females. When divisions by sex are not offered, team rosters may include any combination of all males, all females, or mixed-gender.

6.1.3 Classifications. There are no IDAF classifications for basketball.

6.1.4 Team rosters.

6.1.4.1 Number of players. There shall be no fewer than 9 and no more than 12 players on a team. A team may not have alternates above the 12 player limit.

6.1.4.2 Submitting team rosters. The competition host shall establish a process and deadlines for submitting team rosters.

6.1.4.3 Mixed-country teams. At World Dwarf Games, athletes whose countries do not have enough players to field a complete team may request to play on a mixed-country team. The competition host shall facilitate the formation of mixed country-teams.

6.2 EVENTS. Basketball competition shall consist of 5-on-5 play.

6.3 RULES

6.3.1 FIBA rules. Rule One-The Game, Rule Two-Court and Equipment, Rule Three-Teams, Rule Four-Playing Regulations, Rule Five-Violations, Rule Six-Fouls, and Rule Seven-General Provisions of the current edition of the International Basketball Federation (FIBA) *Official Basketball Rules* (<http://www.fiba.com>) shall apply with the following exceptions.

6.3.2 Exceptions

6.3.2.1 Court. If regulation-size FIBA courts are not available, a USA high school or collegiate basketball court with a rectangular key and a 19 ft-9 in 3-point line may be substituted. When possible, baskets with a goal height of 8 feet should be used for Junior A competition.

6.3.2.2 Basketball. An international size 6 (women's size) basketball, circumference 72.39 cm (28.5-29.0 in), weight 496-553 grams (18-20 oz), shall be used for Open Division basketball games. An international size 5 (junior size) basketball, circumference 69-70 cm (27.25-27.75 in), weight 470-500 grams (14-16 oz), shall be used for the Junior A and Junior B Divisions.

6.3.2.3 Pre-game warm-up. The duration of the pre-game warm-up period shall be a minimum of 10 minutes prior to the start of the game.

6.3.2.4 Playing time. A basketball game shall consist of four quarters of 8 minutes each for the Open Division, and four quarters of 6 minutes each for the Junior A and Junior B Divisions. The clock will be run continuously except for the last minute of the fourth quarter during which the clock will stop upon the officials whistle, indicating one or more of the following:

- A foul (personal or technical)
- A jump ball
- A floor violation
- An unusual delay
- A time-out or other emergency
- A regular time-out

6.3.2.5 Intermissions. There shall be a one-minute intermission after the first and third quarters, and a five-minute intermission at half-time after the second quarter.

6.3.2.6 Overtime. If the score is tied at the end of the fourth quarter, 2-minute overtime periods will be played until a winner is determined. There shall be a one-minute intermission before each overtime period. Each team shall be given one sixty-second time-out in addition to any carry-over time-outs. The overtime period will begin with a jump ball.

6.3.2.7 Point spread. If the point margin is 18 points or more in the fourth quarter, there shall be a continuous clock for the remainder of the game. In this case, the clock shall be stopped only for free throws and time outs.

6.3.2.8 Time limit under the basket. An offensive player may occupy the space in the key (paint) for a maximum of 5 seconds.

6.3.2.9 Advance into front court. A team has 10 seconds to advance the ball into front court. A new count will begin if stoppage of play has occurred before the ball is advanced past the center line. Failure to advance into the front court within this time frame will result in the offensive team turning possession over to the opposing team and play resuming at mid court.

6.3.2.10 Shot clock. A shot clock will not be used at World Dwarf Game events.

6.3.2.11 Jump ball. A jump ball will be used at the beginning of the first quarter and all overtime periods. Alternating possession will be used for the remainder of the game. Players cannot move onto or around the circle until the ball leaves the officials hand upon a jump ball.

6.3.2.12 Team control. Team control applies only during a live ball inbounds, thus, team control does not exist on a throw-in.

6.3.2.13 Throw-ins. During a front-court throw-in, the ball may be thrown anywhere on the court. At no time can the ball be thrown over the backboard on a throw-in.

6.3.2.14 Substitutions. During play, substitutes must always be beckoned in by an official. During a free throw, substitutions are allowed before the last attempt in the sequence or after the last free throw in the sequence if it was successful. Substitutions can also be made during a time-out.

6.3.2.15 Time-outs. Each team shall be entitled to two 60-second time-outs in the first half and three 60-second time-outs in the second half. Time-outs are granted at the request of any player or coach while in team control or during any dead ball situation. Time-outs may be granted during free throws. In addition to one time-out granted per overtime period, unused time-outs will carry-over to overtime period(s).

6.3.2.16 Foul shots. A maximum of 5 players can occupy the lane spaces. The first space on either side of the lane must be occupied by the defense. No player shall occupy the fourth space on either side of the lane. During a foul shot, violations by the offense team shall be called immediately. Violations by the defensive team will be ignored if the free throw is successful. When shooting a free throw, players will have 10 seconds to release the ball. The lane area cannot be entered until the ball leaves the shooter's hands; the shooter cannot enter the lane until the ball has hit the ring. Should the shooter fail to hit the ring possession will automatically be given to the opposing (defending) team on the side line, in line with the free throw line.

6.3.2.17 Falling to floor. A travelling violation will occur if a player with the ball slides or falls to the floor.

6.3.2.18 Closely guarded. The closely guarded violation will be enacted when the player is in the front-court only.

6.3.2.19 Front court/back court status. Front court status is achieved once the player is no longer in contact with the back court and is in contact with the front court, unless during a dribble, when both feet must be in the front court. A player that is straddling the centerline, but is not dribbling, is considered to have back court status.

6.3.2.20 Penalty (bonus). A team will be granted 1+1 penalty foul shots upon their opponent's seventh team foul. Teams will be granted two penalty foul shots upon the commission of their opponent's tenth team foul.

6.3.2.21 Technical fouls. Technical fouls may be issued for both contact and non-contact violations during a dead ball and non-contact violations during a live ball. Opponents will be issued two foul shots, with play resuming at the point of interruption. *Intentional technical fouls* will be called upon contact by a player during a dead ball and will result in two foul shots by the opponent, with the ball put back into play at the division line. In the event of a *flagrant technical foul*, the violating player will be immediately ejected and the opposing team will

receive two foul shots. The ball will be placed at the division line to resume play. Technical fouls called on coaches or bench personnel will count towards the team foul count. The coach will lose his/her coaching box privilege if he/she commits a technical foul.

6.3.2.2 Unsportsmanlike/flagrant foul. In the event of an unsportsmanlike/flagrant foul, the opposing team will receive two or three foul shots (depending on location of violation). In the event of a made basket, the basket will be scored and the team will receive two foul shots and possession. After completion of the foul shots, the throw-in will occur at the spot closest to the infraction.

6.3.2.23 Cancelled foul shot/field goal. In the event of a cancelled foul shot or field goal, the resulting throw-in will occur from the end line.

6.4 COMPETITION PROCEDURES

6.4.1 Practice opportunities. Players shall have a minimum of 10 minutes pre-game warm-up on the competition court prior to the start of the game. The competition host shall determine the schedule and location of additional practice time opportunities.

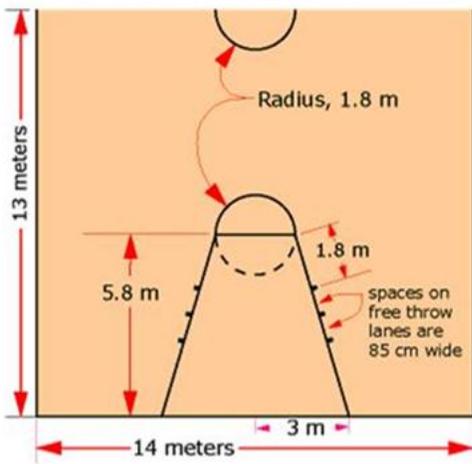
6.4.2 Entry limit. At World Dwarf Games, each country shall be allowed to enter as many teams as desired into each division of the basketball tournament. Countries that enter more than one team within a division shall designate one team "Team A," the next "Team B," etc.

6.4.3 Tournament format. The competition host shall determine the tournament format (e.g., pool play, bracket play).

6.4.4 Check-in procedures. The competition host shall determine check-in procedures.

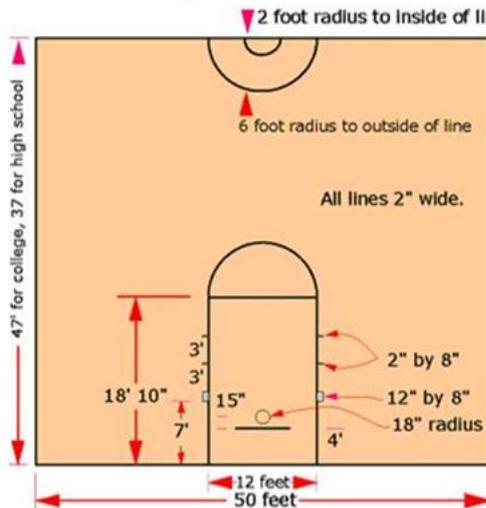
6.5 FACILITIES. As noted in Section 6.3 above, either FIBA, USA collegiate, or USA high school basketball courts may be used in IDAF basketball competitions.

Half of an FIBA Basketball Court



No midcourt line

Half of a U. S. Collegiate Basketball Court



6.6 EQUIPMENT. As noted in section 6.3 above, an international size 6 (women's size) basketball, circumference 72.39 cm (28.5-29.0 in), weight 496-553 grams (18-20 oz), shall be used for Open Division basketball games. An international size 5 (junior size) basketball, circumference 69-70 cm (27.25-27.75 in), weight 470-500 grams (14 to 16 oz), shall be used for the Junior A and Junior B Divisions.

6.7 UNIFORMS

6.7.1 Uniforms. Player uniforms will consist of a basketball jersey (or T-shirt), shorts, and athletic shoes. Teams are required to wear a consistent shirt color amongst all players. Any shirts worn underneath the uniform must be the same color as the uniform shirt. If the players on a single team are not consistent with the colors of their T-shirts, the players on the team will be asked to wear identically colored pinnies/vests to be provided by the competition host.

6.7.2 Player numbers. Each player's shirt shall display a clearly visible unique number on both the front and back. Whenever possible, the player numbers shall be selected from 0-5, 10-15, 20-25, 30-35, 40-45, and 50-55, enabling officials to use their fingers to identify players.

6.8 OFFICIALS. Rule Eight (Officials, Table Officials, Commissioner: Duties and Powers) of the FIBA rules (<http://www.fiba.com>) shall serve as guidelines for officiating at IDAF basketball competitions.

6.8.1 Minimum number. Basketball games shall be officiated by a minimum of two certified game officials. In addition, there shall be a minimum of two people at the scorer's table, one to manage the clock and the possession arrow, and the other to record the score, fouls, time-outs in the score book throughout the game. A court marshal should be assigned to each court, with responsibility for ensuring that all games start on time and that all teams have checked-in promptly at the basketball check-in table.

6.8.2 Qualifications. The two game officials shall be certified by a national or international governing body for basketball. Whenever possible, they shall be independent of the host organization and of the players in the game. The scoring table personnel should be familiar with basketball rules, particularly clock procedures, possession arrow procedures, and foul bonus procedures.

6.8.3 Officials uniforms. The two game officials shall wear either a uniform provided by the competition host or the customary uniform of the official's home country. Scoring table personnel and the court marshal should wear uniforms specified by the competition host.

6.8.4 Officials briefings. At least 45 minutes prior to the start of the tournament, the tournament director shall meet with all officials for a rules briefing. The agenda shall include any rules that might be unique to dwarf basketball and the World Dwarf Games. The tournament director shall provide guidelines for how stringently to call the rules during the course of play. It is suggested that the rules be enforced tightly in the Open and Junior B Divisions so as to ensure safe play and minimize conflicts between players. In the Junior A division, participants are still developing their skills, so some leniency should be provided in the enforcement of the rules.

6.8.4 Officiating equipment

6.8.4.1 Electronic equipment. Electronic scoreboards and scoring equipment are preferred.

6.8.4.2 Manual scoring equipment. If electronic equipment is not available, flip scoring boards will be used, and time will be kept using a stopwatch or other portable timing device located at the scorer's table. A possession arrow will be kept at the scorer's table on each court. A score book will be provided at each scorer's table for the game scorer to manually track points per team, fouls per player/team, timeouts taken/remaining and total score.

PART 7: BOCCIA TECHNICAL RULES

7.1 ELIGIBILITY

7.1.1 Age divisions. Boccia may be offered in the Futures (age 6 and younger), Junior A (7-11 years), Junior B (12-15 years), Open (any age), and Masters (age 35 and older) Divisions. Players who choose to compete in the Open Division may not also compete in the Futures, Junior A, Junior B, or Masters Divisions.

7.1.2 Sex divisions. Males and females compete in the same events.

7.1.3 Classifications

7.1.3.1 World Dwarf Games. The IDAF upper-body classification system shall be used in Open and Masters Division badminton events. The IDAF juniors division classification system shall be used in juniors division events. Refer to Part 2 of this rule book for further information.

7.1.3.2 Other IDAF sanctioned or approved competitions. Use of classifications at other IDAF sanctioned or approved events is at the discretion of the competition host.

7.1.3.3 CP-ISRA Boccia Committee sanctioned or approved competitions. The boccia classification system of the Boccia Committee of the Cerebral Palsy-International Sports and Recreation Association (CP-ISRA) may be substituted for the IDAF upper-body system when IDAF events are sanctioned or approved by the CP-ISRA Boccia Committee.

7.2 EVENTS

7.2.1 Event selection. The following events may be offered within each age division (Futures, Junior A/B, Open, and Masters) at IDAF boccia competitions. At World Dwarf Games, it is recommended that singles competition be offered for the Futures, Junior, Open, and Masters Divisions, and that either pairs or team competition be offered for the Open and Masters Divisions.

| | Futures | Juniors A/B | Open | Masters |
|---------|---------|-------------|------|---------|
| Singles | X | X | X | X |
| Pairs | | X | X | X |
| Teams | | X | X | X |