



**A GUIDE TO THE
IWBF FUNCTIONAL
CLASSIFICATION SYSTEM
FOR
WHEELCHAIR BASKETBALL PLAYERS**

**PREPARED BY THE
IWBF PLAYER CLASSIFICATION COMMISSION**





TABLE OF CONTENTS

| | |
|---|----|
| <i>INTRODUCTION TO THE FUNCTIONAL CLASSIFICATION OF WHEELCHAIR BASKETBALL PLAYERS</i> | 5 |
| <i>THE PROCESS OF CLASSIFICATION – HOW DO WE CLASSIFY?</i> | 6 |
| <i>THE MINIMAL DISABILITY</i> | 8 |
| <i>THE SITTING POSITION AND PELVIC STABILITY</i> | 10 |
| <i>ACTIVE PELVIC STABILISATION</i> | 10 |
| <i>THE 1.0 POINT PLAYER</i> | 11 |
| <i>THE 2.0 POINT PLAYER</i> | 13 |
| <i>THE 3.0 POINT PLAYER</i> | 16 |
| <i>THE 4.0 POINT PLAYER</i> | 19 |
| <i>THE 4.5 POINT PLAYER</i> | 21 |
| <i>THE PLAYER WITH AN UPPER LIMB DISABILITY</i> | 22 |
| <i>INFLUENCE OF STRAPPING ON PLAYER CLASSIFICATION</i> | 23 |



DIAGRAMS and APPENDIX

| | | |
|------------------------------------|---|----|
| <i>DIAGRAM 1</i> | <i>THE VERTICAL PLANE</i> | 7 |
| <i>DIAGRAM 2</i> | <i>THE FORWARD PLANE</i> | 7 |
| <i>DIAGRAM 3</i> | <i>THE SIDEWAYS PLANE</i> | 7 |
| <i>DIAGRAM 4</i> | <i>ACTIVELY STABILIZE</i> | 10 |
| <i>DIAGRAM 5</i> | <i>PASSIVELY STABILIZE</i> | 10 |
| <i>DIAGRAM 6 & 7</i> | <i>1.0 PLAYER VOLUME OF ACTION</i> | 11 |
| <i>DIAGRAM 8 & 9</i> | <i>2.0 PLAYER VOLUME OF ACTION</i> | 13 |
| <i>DIAGRAM 10 & 11</i> | <i>3.0 PLAYER VOLUME OF ACTION</i> | 16 |
| <i>DIAGRAM 12, 13 & 14</i> | <i>MEASUREMENTS</i> | 16 |
| <i>DIAGRAM 15 & 16</i> | <i>4.0 PLAYER VOLUME OF ACTION</i> | 19 |
| <i>DIAGRAM 17, 18, 19 & 20</i> | <i>PLAYER IDENTIFICATION IDENTITY CARD</i> | 24 |
| <i>DIAGRAM 21</i> | <i>HOW TO DRAW STRAP</i> | 25 |
| APPENDIX | | |
| <i>APPENDIX 1</i> | <i>PLAYER CLASSIFICATION COMMISSION RULES AND REGULATIONS</i> | 29 |
| <i>APPENDIX 2</i> | <i>CODE OF ETHICS</i> | 40 |
| <i>APPENDIX 3</i> | <i>TEAM STATEMENT FORM</i> | 41 |
| <i>APPENDIX 4</i> | <i>HOW TO USE THE TEAM STATEMENT FORM</i> | 42 |



INTRODUCTION TO THE FUNCTIONAL CLASSIFICATION OF WHEELCHAIR BASKETBALL PLAYERS

Wheelchair basketball classification is the grouping of players into categories (classes), based on the players' physical capability to execute fundamental basketball movements - e.g. - pushing the wheelchair, dribbling, shooting, passing, rebounding and reaction to contact.

The purpose of player classification in wheelchair basketball is to ensure that all eligible players have an equal right and opportunity to be an integral member of a team.

Players are assigned a classification from 1.0 (being the player with least physical function) through to 4.5 (being the player with most physical function, including the player with minimal disability). This classification is the players' "playing points" and at any given time in a game the five players on court must not exceed a total of 14 playing points. Lower is permitted.

By having a system of player classification, and a rule of team balance, the IWBF equalizes the team functional potential and ensures that the outcome of any game is directly related to the athletic ability and skill of players.

The IWBF Player Classification System was developed and proposed by Horst Strohkendl of Germany. It was formally adopted by the basketball playing Nations in 1982, and used in a major International tournament for the first time at the 1984 Paralympics in England.

Over many years the Player Classification System has evolved to be where it is to-day. The strength of the system is the level of understanding amongst players and coaches, and the open communication and interaction between teams and classifiers.

Wheelchair basketball has changed significantly in the last decade, led by those with a passion for the game. It is important for us to continue to debate and discuss classification and how it can be improved, for that is the way forward.

Although this handbook is a compilation of the work and thoughts of many people from all aspects of our game over the past decade - players, coaches, administrators and supporters have all had input - no introduction to the classification of wheelchair basketballers is complete without thanks given to the three people who over the last two decades have led the way. Horst Strohkendl (GER), the pioneer, developer and author of the functional classification of wheelchair basketball, Phil Craven (GBR), former IWBF President and Chairman of Classification 1984-1988, and Bernard Courbariaux (FRA), President of IWBF Classification Commission 1988-1998.

This manual is an introduction and guide. All those who wish to learn player classification should work closely with experienced classifiers who can help to explain the details of the system and assist the student to become more competent in their observations.



THE PROCESS OF CLASSIFICATION – HOW DO WE CLASSIFY?

A player presents for classification to the IWBF Classification Panel, who note personal details for future reference. The panel will discuss with the player their proposed classification and if necessary may discuss the players' disability and functional capacity from the players' point of view. Any strapping, prostheses or other aids the player may be using are also noted at this time, and marked on the playing card. A copy of the IWBF Player Classification Card is included at the end of this manual. (Diagram 17)

Players are then observed in a competitive training situation before the tournament commences. From this initial observation, and following further discussion with the player and/or coach, a player is assigned a class to begin the tournament.

The player is then observed in an actual competition game, at which time their classification will be confirmed or modified if the classification panel feel it is necessary.

Only a new player who has not been previously internationally classified or a player appealing their classification need undergo this process. Players holding an IWBF classification card do not require re-classification at each tournament they attend.

Often a new player may not be observed sufficiently to make a final decision in the first game the team plays at a tournament. The player will remain at their initial classification until such time as the Panel has seen them play enough for a final decision. This must be done before the end of the preliminary round of the tournament. If the panel has seen very little of a player at their first tournament, and there is still some uncertainty, a card may not be issued for the player. When the final tournament report is written it should list the player as "insufficient observation no card issued".

The NOWB (National Organization) of the player may request re-classification assessment, by appealing their own or another players' classification. Details of this process are in the IWBF Regulations Handbook under the Classification section.

FACTORS DETERMINING CLASSIFICATION

The main factors which determine a player's class are

- 1) Trunk function
- 2) Lower limb function
- 3) Upper limb function
- 4) Hand function

The range, strength and co-ordination of all factors are taken into consideration as individual components and then as inter-related functions during actual basketball situations to arrive at a classification.

Each class has distinct characteristics unique to that class, which the classifier looks for when making decisions. These characteristics are evident in the basketball skills observed as part of the classification process, and will be detailed in this handbook.

In particular, the trunk movement and stability form the basis for player classification. Therefore the most commonly used terminology when discussing classification is the player “volume of action” which is clearly defined for each class.

VOLUME OF ACTION

The key element of classification is the observation and assessment of each player’s “volume of action”.

The **Volume of Action** of a player is described as:

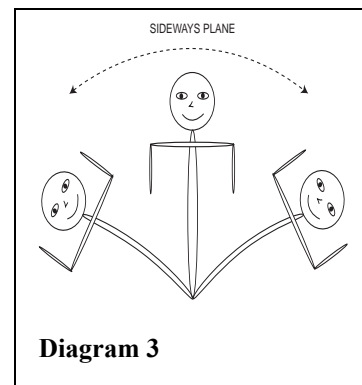
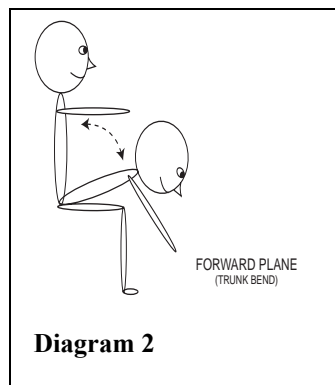
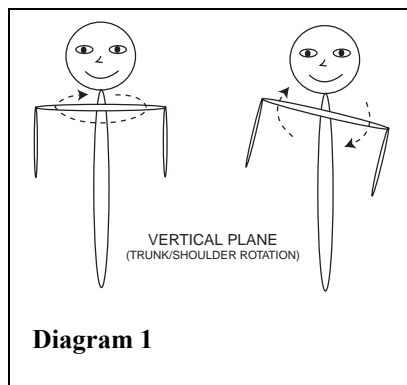
The limit to which a player can move voluntarily in any direction, and with control return to the upright seated position, without holding the wheelchair for support or to aid the movement. The volume of action includes all directions, and describes the position of the ball when held with both hands.

In the seated position, there are several “planes of movement” available. Whilst these planes have biomechanical names, in order to simplify the definition, they will be referred to as follows.

The **vertical plane**: rotating the trunk to face left or right while maintaining an upright position (Diagram 1)

The **forward plane**: bending the trunk forwards, reaching the hands towards the feet and returning to the upright (Diagram 2)

The **sideways plane**: leaning the trunk to the left or right without movement in the forward plane and returning to the upright (Diagram 3)





Players in each class have different volumes of action, and this is what determines the final classification. In brief, the classes are as follows:

1 point player: Little or no controlled trunk movement in all planes. Balance in both forward and sideways directions significantly impaired and players rely on their arms to return them to the upright position when unbalanced. No active trunk rotation.

2 point player: Some partially controlled trunk movement in the forward direction, but no controlled sideways movement, has upper trunk rotation but poor lower trunk rotation.

3 point player: Good trunk movement in the forward direction to the floor and up again without arm support. Has good trunk rotation but no controlled sideways movement.

4 point player: Normal trunk movement, but usually due to limitations in one lower limb they have difficulty with controlled sideways movement to one side.

4.5 point player: Normal trunk movement in all directions, able to reach side to side with no limitations.

There are situations where a player does not seem to fit exactly into one class, exhibiting characteristics of two or more classes. In this instance the classifier may assign the player a half point, thus creating 1.5, 2.5 or 3.5 point players. This is usually done only when the player cannot be assigned a defined class, and should not be regarded as the first option for the classifier.

THE MINIMAL DISABILITY

In order to play wheelchair basketball under the auspices of the IWBF, players must meet certain eligibility standards regarding their disability. The IWBF thus asks that a player have at least the “minimal disability” to be eligible to play wheelchair basketball

For acceptance in the IWBF a wheelchair basketball player must meet the following criteria:

- a) a wheelchair basketball player is unable to run, pivot or jump at a speed and with the control, safety, stability and endurance of an able-bodied player.
- b) a wheelchair basketball player has a permanent physical disability in the lower limb/s which can be objectively verified by acknowledged medical and/or paramedical investigations such as measurement, x-ray, CT, MRI, etc.

For the purpose of IWBF Classification, degrees of pain are not considered as measurable and permanent disabilities.

A player who has only the minimal disability, and is deemed eligible to play at IWBF events, will be classified as 4.5 points.



**INTERNATIONAL WHEELCHAIR BASKETBALL FEDERATION
FUNCTIONAL PLAYER CLASSIFICATION SYSTEM**

**December 2004
Page 9 of 42**

Players wishing to be classified under the Minimal Classification Regulation must apply to IWBF for this approval. Classification for a Minimal Disability does not take place at a tournament. (Details of this process are in the IWBF Regulations Handbook under the Classification section)

THE SITTING POSITION AND PELVIC STABILITY

All players will adjust their sitting position in the wheelchair to best allow them to sit on a stable base of support. A stable base allows for maximum controlled movement of the trunk above, thus optimising the use of the players' volume of action.

Players can be divided into two categories when considering pelvic stability: Those who can actively stabilise their pelvis and those who rely on passive stability.

Active Pelvic Stabilisation

Where the player has sufficient muscle control in the lower trunk, pelvic girdle and hips to maintain the pelvis in a normal seated position even when the trunk above is actively moved in any or all of the planes of movement. Usually this player will be playing on a relatively flat wheelchair seat, and requires little or no support from the wheelchair to maintain pelvic stability.

The player with the capacity to stabilise their pelvis sits with a flatter seat and lower back support. (Diagram 4)



Diagram 4

Actively Stabilize
3.0 → 4.5

Passive Pelvic Stability:

Where the player does not have sufficient muscle control in the lower trunk, pelvis and hips to maintain the pelvis in a normal seated position when the trunk above is actively moved in any or all planes of movement. This player relies on the external support of the wheelchair to maintain pelvic stability, and will usually be playing in a wheelchair seat which is significantly angled from front to rear to create a "bucket" seat which maintains pelvic stability. (Diagram 5)

Those who passively stabilize: 1.0 ~~2.0~~ point players



Diagram 5

Passively stabilize:
1.0 → 2.0

It is this ability to fix the pelvis which allows the players to have an increased volume of action. Therefore the first distinction is made in classifying players.

THE 1.0 POINT PLAYER

Volume of Action - has the least volume of action of all classes

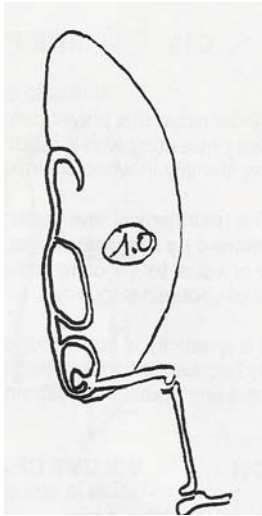


Diagram 6

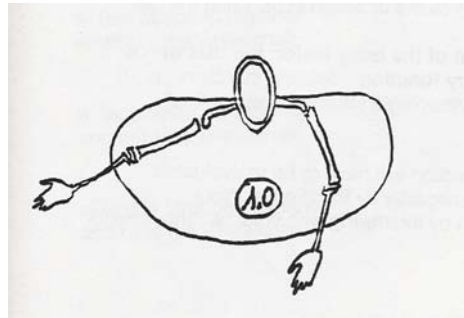


Diagram 7

The 1.0 point player has a very limited volume of action in the vertical plane only

Has no volume of action in either the forward or sideways plane, usually as a result of paralysis of the trunk muscles. The only volume in the vertical plane is rotation of the upper trunk using the head and shoulders, often with one hand fixed to the wheelchair.

- Cannot hold the ball with both hands outstretched in front of the face without inclining the head and/or trunk backwards as a counterbalance.
- Is reliant upon the wheelchair and/or arms for support in all planes of movement

Wheelchair Installation: (see diagram 5 under pelvic stability)

As the 1.0 point player has no active pelvic stability, the wheelchair is usually significantly tilted to the rear to maximize passive pelvic stability.

- Knees are higher than hips, usually strapped together and to the wheelchair, feet often secured to footrests.
- The pelvis is often secured to the wheelchair.
- Backrest is to height of ribs, with upholstery loosened to allow trunk to sit into backrest for support.
- May have lower abdominal belt to secure trunk to wheelchair.



1.0 point player - Characteristics of Activity:

Is primarily identified by a passive mobility of the trunk in all activities, requiring frequent use of the upper extremities to maintain and adjust trunk position.

Pushing: when pushing the wheelchair the 1.0 point player is reliant on the backrest for balance, and pushes in an upright position.

- The head and shoulders will often move in a forward and back motion to compensate for the lack of trunk movement, and to assist with maintenance of balance.
- Will sometimes lean the chest onto the knees and remain in this position to push, but must use both arms pushing off the front of the wheelchair or knees to return to the upright position.

Braking/Turning: when stopping quickly or turning hard the 1.0 point player will lean hard back into the backrest and away from the direction of the pivot.

Dribbling: the 1.0 point player dribbles the ball usually to the side and near to the trunk, taking some effort to maintain balance while dribbling and pushing simultaneously.

Passing: the 1.0 point player usually relies on the wheelchair for support when passing the ball:

- forceful two handed pass forwards initiates a backwards movement of the head and shoulders to maintain upright position
- forceful one handed pass uses the opposite hand on the wheelchair to gain leverage and maintain upright position. Lack of rotation of the trunk decreases the ability to generate power in the pass
- cannot rotate to receive pass from behind unless stabilised with one hand

Shooting/Rebounding: the 1.0 point player leans back into the backrest to balance for shooting. Tends to shoot two handed from in front, but may have single arm shooting action.

- Often overbalances during the follow through requiring arm support to remain upright.
- Almost always rebounds with one hand only overhead, the other required to hold onto the wheelchair for balance.
- If reaching overhead with both hands, they will only be directly above the head, and the smallest contact will force the player to lose balance.

Contact: the 1.0 point player cannot preserve balance when chair contact is made or return to the upright position after leaning forwards without the assistance of upper extremities

THE 2.0 POINT PLAYER

Volume of Action: (Diagrams 8 & 9)

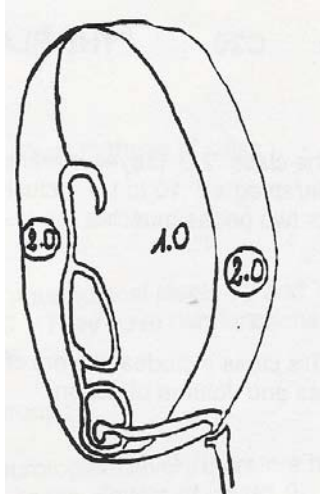


Diagram 8

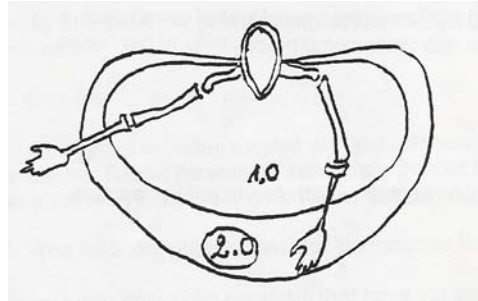


Diagram 9

The 2.0 point player has some volume of action in the forward and vertical planes

The 2.0 point player has some volume of action in the forward plane, but no volume in the sideways plane, usually resulting from paralysis of the lower trunk muscles. Has volume of action in the vertical plane with active rotation of the upper trunk.

- Is able to hold the ball with both hands outstretched in front of the face and overhead without inclining the head and/or trunk as a counterbalance.
- Is able to incline the trunk forwards through approximately one half of the forward range and return to the upright position
- Cannot raise the trunk from resting fully forwards on the thighs without using at least one arm for assistance
- When off balance to the side, needs one and sometimes two hands to return to the upright position
- It is important to note that with good wheelchair installation, the 2.0 point player may give the appearance of having significant lower trunk function. This is seen when the player sits upright from the forward leaning position. If the player has the knees significantly higher than the hips, strong lower trunk function is not required to return to the upright. The classifier must be very aware of the sitting position when assessing this function of the 2.0 point player.

Wheelchair Installation: (see diagram 5 under pelvic stability)

As the 2.0 point player also has no active pelvic stability, the wheelchair is usually significantly tilted to the rear to maximize passive pelvic stability.

- Knees are higher than hips, usually strapped together and to the wheelchair, feet often secured to footrests.



- The pelvis is sometimes secured to the wheelchair.
- Backrest is to height above top of pelvis and often to lower border of ribs, often with upholstery loosened to allow trunk to sit into backrest for support.

2.0 point player - Characteristics of Activity:

Pushing: when pushing the wheelchair the 2.0 point player is able to lean forwards away from on the backrest to gain momentum and increase pushing power, but does not actively use the lower trunk in the pushing action.

- The head and shoulders will often lean forward and be held in a static position to compensate for the lack of lower trunk movement.
- Is able to use the upper trunk significantly, but will usually exhibit some loss of stability at waist level with strong pushing action.
- Often will use one arm pushing off the front of the wheelchair or knees to return to the upright position when fully flexed onto the thighs.

Braking/Turning:

- When stopping quickly or turning hard the 2.0 point player is able to brace the trunk to avoid losing balance.
- Tends to lean slightly towards the direction of pivot.
- Is able to lean forwards in hard braking situations, but does not release the hands until the trunk is upright.

Dribbling:

- The 2.0 point player usually dribbles the ball at the level of the front castors, but near to the wheelchair.
- Is able to dribble in front of the wheelchair if the trunk is supported by high placement of the knees.
- Often has an initial loss of stability at the start of the dribble when attempting maximum speed take-off.

Passing: The 2.0 point player usually relies on the wheelchair for support when making strong passes:

- Forceful two handed pass forwards is performed with little loss of stability, but does not use the lower trunk to gain power. Tends to remain leaning onto the backrest for best result
- Forceful one handed pass uses the opposite hand on the wheelchair or leg to gain leverage and maintain upright position. Is able to pass one handed without holding onto wheelchair with free hand, but usually uses free hand to balance upon release of the ball
- Able to rotate to receive pass from behind when stabilised by backrest of wheelchair



Shooting/Rebounding: The 2.0 point player is able to lean forward slightly for shooting, but more often remains on the backrest, particularly for longer range shots. Can rotate upper trunk towards the direction of shot if supported by the wheelchair backrest

- Is more comfortable rebounding with one hand only overhead, using the free hand for support of the wheelchair, but has the stability to use both hands
- If reaching overhead with both hands, has moderate loss of stability which is significant with contact

Contact: The 2.0 point player cannot preserve balance when forceful wheelchair contact is made, especially from the front or side when in the act of shooting and/or rebounding.

- Is able to return to the upright quickly with the use of one arm.

THE 3.0 POINT PLAYER

Volume of Action: (diagrams 10 & 11)

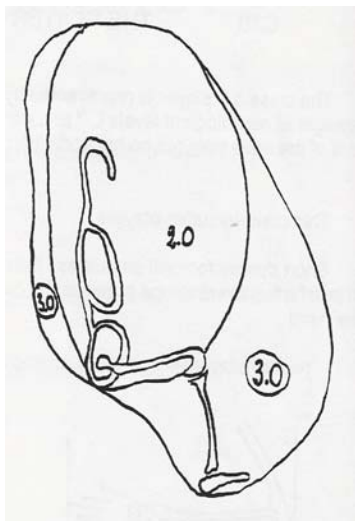


Diagram 10

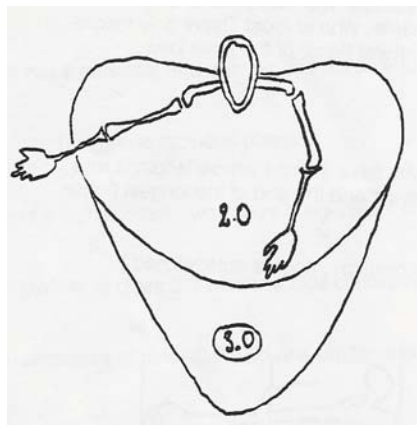


Diagram 11

The 3.0 point player has full volume of action in the forward plane, good volume in the vertical plane but virtually none in the sideways plane

The 3.0 point player has full volume of action in the forward plane, but little or no volume in the sideways plane, usually due to lack of hip and thigh stabilization, either from paralysis or high amputation of both legs. Has good volume in the vertical plane with active rotation of the upper and lower trunk.

- Is able to hold the ball with both hands outstretched in front of the face and overhead without any loss of trunk stability and does not use the head and/or shoulders to counterbalance.
- Is able to incline the trunk forwards through full flexion range, placing the chest on the thighs and return to the upright position without use of the upper limbs for support
- When leaning to either side requires at least one arm holding to return to the upright position
- Includes double femoral (thigh) amputees who have both stumps shorter than one half of the full thigh length.(Diagram 13) This length is obtained by measuring the distance from the back of the elbow to the tip of the longest finger.(Diagram 12) Players who have both stumps longer than half, but not longer than two thirds of full thigh length, will be 3.5 point players.(Diagram 14)

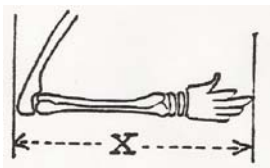


Diagram 12

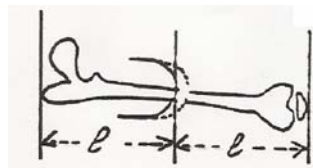


Diagram 13

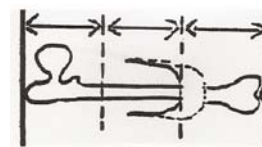


Diagram 14

Wheelchair Installation: (see diagram 4 under pelvic stability)

As the 3.0 point player has active pelvic stability, the wheelchair is usually only tilted moderately to the rear to maximize this stability and wheelchair performance.

- Knees are slightly higher than hips, often strapped together and to the wheelchair, feet often secured to footrests.
- The pelvis is occasionally secured to the wheelchair.
- Backrest is of low height to top of pelvis only, and may be loose or tight, as it is not for support of the trunk, more to prevent pelvis from moving on the seat.

3.0 POINT PLAYER - CHARACTERISTICS OF ACTIVITY:

Pushing: when pushing the wheelchair the 3.0 point player is able to lean forwards into the pushing motion using the trunk to gain maximum momentum and increase pushing power.

- The head, shoulders and trunk will move forward and back as a single unit throughout the pushing action
- No loss of forward or back stability in the pushing motion

Braking/Turning: when stopping quickly or turning hard the 3.0 point player is able to actively use the trunk to avoid losing balance.

- Will lean into the pivot, often only using one hand on the wheel to make the turn.
- Is able to stabilise easily in hard braking situations, and is able to recover to the upright position quickly if leaning forwards.

Dribbling: the 3.0 point player dribbles the ball in front or at the side, and is able to change the dribble from one side to the other without losing balance or control of the pushing motion.

- Is able to dribble in front of the wheelchair without needing the free hand for support on the wheelchair.
- Can take off and start the dribble reaching maximum speed without loss of stability.

Passing/Catching: the 3.0 point player is able to pass single or double handed without requiring support from the wheelchair

- Forceful two handed pass forwards is performed with no loss of stability, and uses a forward motion of the trunk to gain maximum power and momentum in the throw.
- Forceful one handed pass uses the free hand held up in front like a javelin throw, whilst using trunk rotation and/or forward motion to gain leverage and power
- Able to rotate to receive pass from behind without requiring support from the backrest of wheelchair
- Cannot receive pass wide to the side of the body with two hands, requires opposite hand to maintain trunk stability when catching on side away from the body.



- **Shooting/Rebounding:** the 3.0 point player is able to lean forward strongly for shooting, particularly for longer range shots.
- Can rotate trunk towards the direction of shot unsupported by the wheelchair backrest
- Is comfortable rebounding with both hands overhead, without support of the wheelchair

Contact: the 3.0 point player preserves balance when forceful wheelchair contact is made, especially from the front when in the act of shooting and/or rebounding.

- May lose stability if contact is from the side and forceful.
- Is able to return to the upright quickly without the use of upper limbs unless unbalanced significantly in the sideways plane, when may use arms for support.

THE 4.0 POINT PLAYER

Volume of Action (Diagrams 15 & 16)

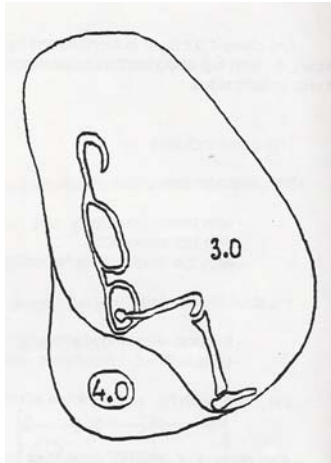


Diagram 15

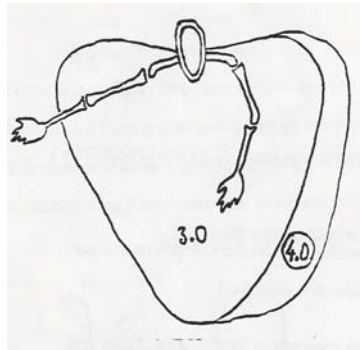


Diagram 16

The 4.0 point player has full volume of action in the vertical and forward planes, and in the sideways plane is particularly strong to one side. Usually has some volume to both sides but is not complete in both directions.

- Is able to hold the ball outstretched in front and overhead without any loss of stability and with no need to counterbalance, even in contact situations.
- Is able to incline the trunk through full range in the forward direction without using the arms to return to the upright position.
- Is able to strongly incline to one side in the sideways plane, and is usually able to incline to the weak side slightly.
- Includes players who have unilateral (one side) amputation with the stump less than two thirds of the full thigh length of the non-affected leg. Includes players with hip disarticulation. Players with one side hemi-pelvectomy are classified as 3.5 points.
- Includes double amputees who have thigh stumps longer than two thirds, and those who have double below knee amputations and not using any prostheses, straps or supports to stabilise their legs.

Wheelchair Installation

The wheelchair is usually only moderately tilted, if at all, and configured to allow maximum manoeuvrability and speed.

- Backrest is low, and is not required for stability
- May have thighs secured to chair to maximise sideways strength



4.0 point player - Characteristics of Activity:

Pushing/Turning/Braking: Like the 3.0 point player, the 4.0 point player is able to use the trunk to lean into the push, turn and braking motion.

- Does not lose balance during any of these actions, even in contact situations.
- Has strong trunk movement with all manoeuvring and wheelchair handling activity.

Dribbling: the 4.0 point player dribbles the ball to the side or front of the wheelchair with ease, able to cross-over dribble and change sides without loss of balance, able to maintain dribble in contact situations.

Passing/Catching: the 4.0 point player is able to pass single or double handed without requiring support from the wheelchair

- Forceful two handed pass forwards is performed with no loss of stability, and uses a forward motion of the trunk to gain maximum power and momentum in the throw.
- Forceful one handed pass uses the free hand held up in front like a javelin throw, whilst using trunk rotation and/or forward motion to gain leverage and power
- Able to rotate to receive pass from behind without requiring support from the backrest of wheelchair
- Can receive pass wide to the side of the body with two hands to strong side, but requires the use of the opposite hand to maintain trunk stability when catching on the weak side
- Able to catch a pass below the level of the seat easily on the strong side, but loses balance when attempting to do so on the weak side

Shooting/Rebounding: the 4.0 point player is able to lean forward strongly for shooting, particularly for longer range shots. Can rotate trunk towards the direction of shot unsupported by the wheelchair backrest

- Is comfortable rebounding with both hands overhead, without support of the wheelchair
- Able to lean strongly to one side to rebound with both hands
- If reaching overhead with both hands has no loss of stability and is minimally effected with contact

Contact: the 4.0 point player preserves balance when forceful wheelchair contact is made, especially from the front when in the act of shooting and/or rebounding.

- Is able to return to the upright quickly without the use of upper limbs.

THE 4.5 POINT PLAYER

Volume of Action:

The 4.5 point player has full volume of action in all planes, with no significant weakness in any direction

- Includes players who have amputation of one lower limb, with the stump more than two thirds of the length of the full thigh, with or without prostheses.
- Includes double below knee amputees with legs secured to the wheelchair, or using prostheses to stabilize the lower limbs
- Includes players with minimal lower limb disability

4.5 Point Player - Characteristics of Activity:

The 4.5 point player has all the attributes of the 4.0 point player, but is able to control movement to both sides of the body. Has no obvious weak or strong side.



THE PLAYER WITH AN UPPER LIMB DISABILITY

In recent years there has been a significant increase in the numbers of players who have an upper limb disability who are playing wheelchair basketball.

The classification of these players represents yet another challenge to the classifiers, and unfortunately there is no easy formula, as each player is different and must be assessed on their own functional capacity.

Firstly, regardless of the upper limb disability, the player must fulfill the IWBF eligibility criteria for all players, in that they must be able to be classified according to their lower limb disability. Any player who has only an upper limb disability is ineligible to be classified under IWBF regulations.

To classify the player with upper limb disability, it is recommended that the classifiers firstly place the player into a class according to their lower limb and trunk function. That is, classify the player disregarding their upper limb status.

This provides a consistent starting point for all players.

The classifiers must then take into account the severity and significance of the upper limb disability when the player is in a game situation.

Issues which must be considered are:

- Strength
- Range of motion
- Ball control
- Shooting capacity
- Chair control when in possession and when not in possession
- Capacity to
 - pass, dribble and catch with either hand
 - pick up from the floor on both sides

The classifiers must then decide the degree of functional disadvantage the upper limb disability creates for the player, when compared to other players in his class who do not have an upper limb disability and where they would be competing in a “one on one” situation, taking into account all aspects of the game.

This enables the classifiers to assess the true impact of the upper limb disability, and to place the players in a class which best equates to their functional capacity on court.

It may be that a player will not change their class, or they may reduce by several points due to their upper limb disability. The final decision must ensure that no player is advantaged or disadvantaged by the classification of the player with the upper limb disability, and that all continue to compete on an even level.

INFLUENCE OF STRAPPING ON PLAYER CLASSIFICATION

For some time classifiers, players and coaches have been debating the benefits of players strapping themselves securely to the wheelchair while playing wheelchair basketball.

The Classification Commission would like to recommend to all classifiers the following philosophy to keep in your mind regarding player strapping.

- a) Players add straps primarily for security to optimize their playing capacity. They should be encouraged to experiment with strapping and seat positioning in order to find the configuration which best meets their needs.
- b) Most straps add only safety and stability – NOT mobility. A strap is passive and will never substitute for a paralysed muscle or absent limb.
- c) Classifiers need to closely evaluate the potential influence of a strap when considering changing a players' class. For example, adding a thigh strap can not add to the **function** of a 1.0 or 1.5 player, and the effect will be minimal on a 2.0 and 2.5. It may however give a strong 3.0 the capacity to lean laterally with control thus demonstrating the function of a 3.5.
- d) Adding a strap **does not necessitate an automatic increase** in classification points. This decision is made only after careful observation of and discussion with the player about their reasons for using the additional strap and ongoing use if the class were to change.
- e) Give the player the benefit of the doubt. They are what the game is all about, and we are here to let them play at their best.

When a player presents for classification with additional straps to those on his card, there is often confusion as to what procedure to follow.

The Classification Commission would like to suggest some guidelines, which may help. These are not rules, as the IWBF Regulations already allow for changes to strapping under the Change in Playing Situation (CPS) procedures.

- a) The player presents with their proposed new strapping to classifiers prior to the commencement of the tournament.
- b) The player classification card is amended to reflect the new strapping – even on a temporary basis. Classifiers take note of changes for their record.
- c) Classifiers observe the player in training as per a new player.
- d) The player should start the tournament with their new strapping at their original classification, allowing classifiers to observe the effect of the strap in a game situation without penalising the team structure.
- e) It is hoped that a decision would be reached very quickly on these players, maximally two games of the tournament. If however there is not agreement in the classification panel, the



player will remain at their original class and continue to play with the strap until a final decision is made.

- f) Any changes, which are made to a player's class, must be made either during the preliminary rounds or at the conclusion of the tournament. Changes must not be made during cross-over, quarter-final, semi-final or final games.
- g) With the changing of strapping, the player's team must pay the fee for CPS and a new classification card if required.
- h) At all times work with the player to help them come to the best possible chair installation for their class. This is particularly important with new players.

As a final note to classifiers, situations may arise in the pre-game check of players where a player presents with a strap which is not on his playing card. I urge you to use your discretion and common sense in deciding if this player is allowed to go on court with an unofficial strap. Consider if the strap is going to make a significant change to the player, before asking for it to be removed. In order to maintain uniformity, there is a chart of how to draw straps on player cards on the following page.

| | |
|---|--|
|  INTERNATIONAL WHEELCHAIR BASKETBALL FEDERATION IDENTITY CARD | |
| LAST NAME _____ | |
| FIRST NAME _____ | |
| PLACE OF BIRTH _____ | DD MM YY |
| I.D. # | <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> |

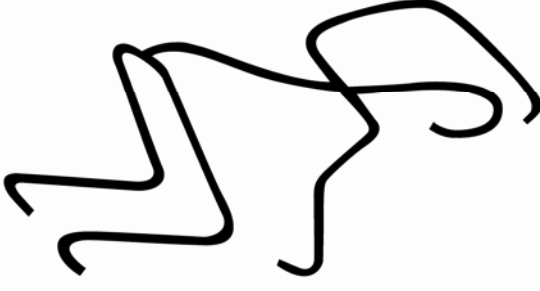
Player ID Card Front

| | |
|--|--|
| INTERNATIONAL WHEELCHAIR BASKETBALL FEDERATION Player Declaration | |
| 1. I hereby confirm that I am aware of the regulations and penalties in force for the official competitions of IWBF relating to the fight against doping. I agree to submit to the doping control tests, to accept the results of such tests and to abide by the respective regulations in their prevailing form at any given time. | |
| 2. I agree that any dispute arising between myself and IWBF which cannot be settled amicably and which remains once the procedures provided for in the IWBF Regulations have been exhausted shall be settled finally by a tribunal composed in accordance with the Statute and Regulations of the Court of Arbitration for Sport Lausanne, to the exclusion of any recourse to ordinary courts. The parties undertake to comply with the said Statute and Regulations and to accept in good faith the award rendered and in no way hinder its execution. | |
| Signed original on file with IWBF | |

Player ID Card Back

| | |
|--|-----------------------------|
|  INTERNATIONAL WHEELCHAIR BASKETBALL FEDERATION INTERNATIONAL PLAYER CLASSIFICATION CARD | |
| I.D.# <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> | |
| LAST NAME _____ FIRST NAME _____ | |
| CLASS _____ | PLAYER UNIFORM NUMBER _____ |

Player Classification Card Front

| | |
|--|--|
|  | |
| DATE <input type="text"/> <input type="text"/> <input type="text"/> | CLASS.# <input type="text"/> <input type="text"/> <input type="text"/> |

Player Classification Card Back

HOW TO DRAW STRAP

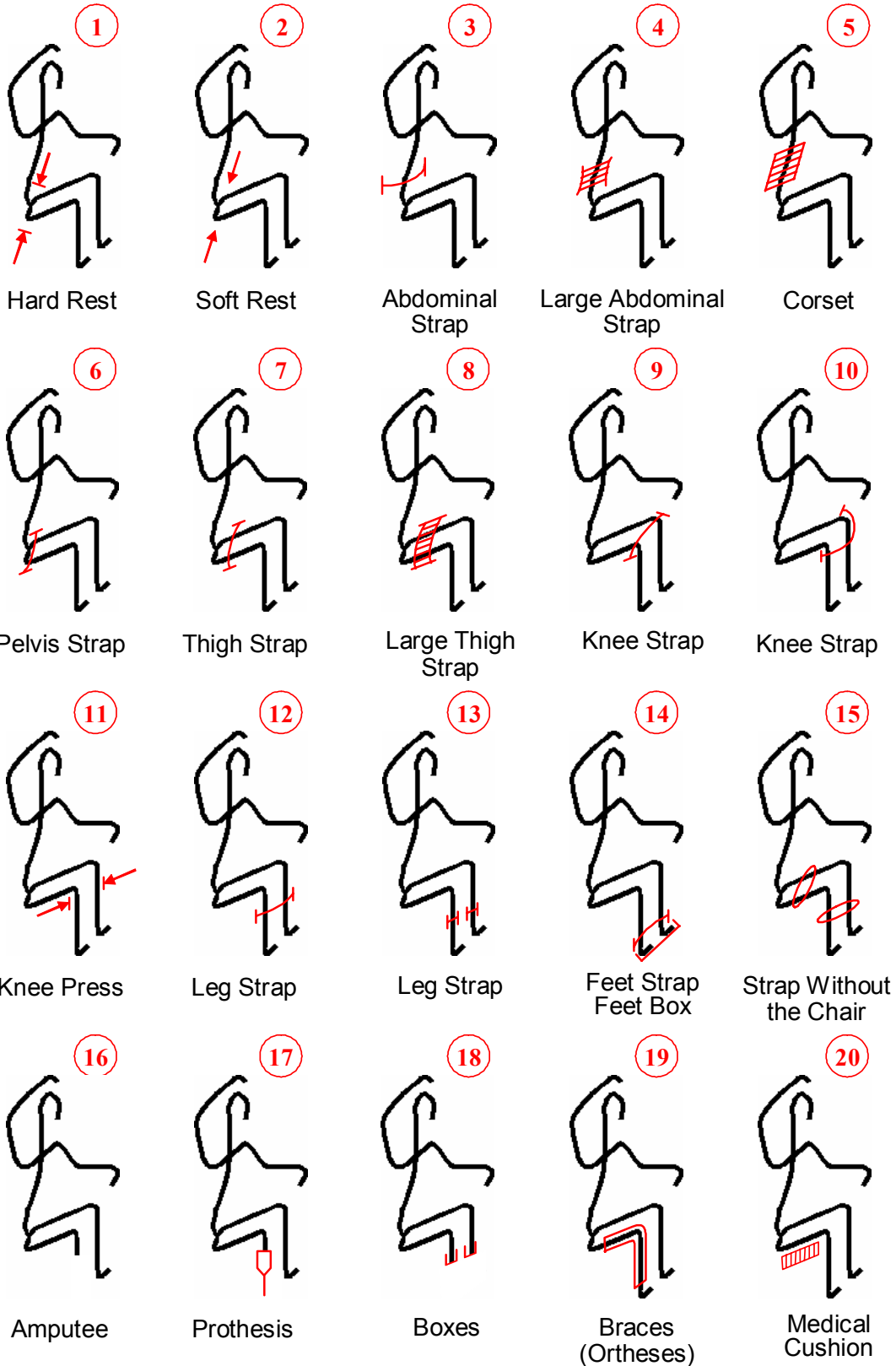


Diagram 21 (Strapping on the card should be done in red)



SUMMARY

This manual has been written to outline the basics of IWBF Player Classification. It is not intended to replace clinic learning or time spent working with experienced classifiers.

For trainee classifiers, it is essential to attend clinics which are regularly run by the IWBF, where, by the use of videotapes, “hands on wheelchair skills” and directed observation experienced classifiers and players can clarify the classes and improve the students’ understanding of the system.

Classification is an important part of the game of wheelchair basketball, but it does not rule the game. That is for the players. Classification, whilst being strict and adhering to the rules and regulations, must be discreet and always respecting the player as an individual.

Any conversation with players is regarded as confidential, and classifiers should not discuss personal details of players with others who have no right to this information.

To improve, it is vital to watch as much wheelchair basketball as possible. Build up your own mental database of players, so that you can compare new players to those you already have classified. In this way you will be clearer in your definition of classes.

Remember, there are always people willing to help with your learning, most of all the players who make this game great.

Enjoy.



IWBF

INTERNAL REGULATIONS

GOVERNING

THE

PLAYER CLASSIFICATION

COMMISSION



APPENDIX 1

PLAYER CLASSIFICATION COMMISSION RULES AND REGULATIONS

6.1. STATUS OF THE PLAYER CLASSIFICATION COMMISSION

6.1.1. The Player Classification Commission is a standing commission of IWBF.

6.2. DUTIES AND RESPONSIBILITIES OF THE PLAYER CLASSIFICATION COMMISSION

- 6.2.1. The Player Classification Commission shall:
- 6.2.2. Draft the text of the Official Player Classification Handbook.
- 6.2.3. Provide official interpretations to the rules governing the classification of players and rule on doubtful cases or cases not clearly covered by the rules themselves.
- 6.2.4. Serve as the competent authority on all questions dealing with the practical application of the Official Player Classification Handbook.
- 6.2.5. Ensure the proper training of student classifiers and examiners, including the preparation and conduct of clinics for classifiers and examiners.
- 6.2.6. Conduct a system of evaluating and testing candidates, under the supervision of IWBF, for international certification as classifiers for wheelchair basketball.
- 6.2.7. Provide the Secretary General with the names of individuals approved as student classifiers as requested.
- 6.2.8. Provide the Secretary General with the list of individuals achieving the standards and eligible for licensing by IWBF.
- 6.2.9. Provide the Secretary General with an annual report containing a list of the IWBF international classifiers.
- 6.2.10. Ensure the proper procedures for the classification of players at the main official world competitions of IWBF.
- 6.2.11. Provide the Secretary General with the list of players who have been classified, including their name, ID Number, country and classification, at the conclusion of each competition.
- 6.2.12. Advise the Secretary General of the nominees to serve as classifiers for the main official world competitions of IWBF except those competitions that come under the jurisdiction of the Zones of IWBF.
- 6.2.13. Ratify the assignments by the Zone of the classifiers for the qualification tournaments of the main official world competitions of IWBF.
- 6.2.14. Assist the Zones and the NOWBs in the training and certification of classifiers.
- 6.2.15. Oversee the work of the Player Classification Appeals Panel.



6.3. STRUCTURE

- 6.3.1. The Player Classification Commission shall be made up of:
 - 6.3.1.1. The President elected by the NOWBs at the World Congress.
 - 6.3.1.2. 3 – 6 additional individuals appointed by the President of the Player Classification Commission, in consultation with the President and the Secretary General of IWBF, and ratified by the Executive Council. The members will be drawn from any aspect of wheelchair basketball but a normal distribution would include international wheelchair basketball players, coaches, physiotherapists, medical doctors, and other capable people.
 - 6.3.1.3. The President and the Secretary General of IWBF who are ex officio members of all commissions of IWBF.
- 6.3.2. Membership is strictly personal and representation by proxy is not permitted. Membership shall expire at the next World Congress.
- 6.3.3. The Player Classification Commission of IWBF shall meet whenever necessary, but at least once every two years, at the invitation of the President of the Commission, in consultation with the Secretary General.
- 6.3.4. Members of the Player Classification Commission who do not take an active part in the work of the Commission may be replaced at the request of the President of the Commission and the approval of the Executive Council.
- 6.3.5. The President of the Player Classification Commission shall also be an ex officio member of the Zone committee with the same task.
- 6.3.6. The Player Classification Commission may appoint sub-committees as necessary. The President of the Commission is an ex officio member of all sub-committees of the Commission.

6.4. REGULATIONS GOVERNING INTERNATIONAL CLASSIFIERS

IWBF system of Certification of International Classifiers

General Provisions

Each NOWB affiliated to IWBF has the right to nominate a candidate for the title of student classifier from amongst its best national classifiers. There are two levels - silver and gold. To become an international classifier of wheelchair basketball players, a candidate must be involved in wheelchair basketball in their country, be motivated and in particular have observed and followed a great number of matches.

- 6.4.1. In order to be certified as an international silver classifier of IWBF candidates must be proposed officially by their NOWB and fulfil the following obligations:
 - 6.4.1.1. Students must understand the basics of the IWBF Player Classification System and be familiar with the principles of the Official Player Classification Handbook. They must have studied with an international classifier who must certify their competence.
 - 6.4.1.2. Students must be able to demonstrate a basic understanding of the manner in which wheelchair basketball is played.

- 6.4.1.3. Students must attend a complete wheelchair basketball tournament during which they will study with two international classifiers. During the official matches they will be required to explain and demonstrate their understanding of the situations and physical actions of players. Their decisions will be tested against those of their examiners.
- 6.4.1.4. The number of students may never exceed the number of international classifiers on the panel.
- 6.4.1.5. The chairperson of the Tournament Player Classification Panel will inform the student of the results of their test. Students who pass will be awarded the silver badge and will be eligible to apply for the gold badge examination.
- 6.4.2. In order to be certified as an international gold classifier of IWBF, the candidates must be proposed officially by their NOWB and fulfil the following obligations:
- 6.4.2.1. Hold the silver badge and have worked in their own country between the time they obtained the silver badge and are proposed for the gold badge examination.
- 6.4.2.2. Students proposed for examination must have a minimum of 3 years experience in classifying at the national level. In exceptional cases, where a candidate meets the time requirements of this article and can demonstrate a high knowledge of the game of wheelchair basketball the Player Classification System of IWBF, the President of the Player Classification Commission may agree to allow the candidate to test for the gold badge without having completed the examination for the silver badge.
- 6.4.2.3. Students must prove that they have been actively classifying wheelchair basketball players in the twelve months preceding the tournament at which they will be examined. This must be supported by written reports on the tournaments at which they have been a classifier.
- 6.4.2.4. Students must pass a theoretical and practical examination. Only the official texts and examinations established by the Player Classification Commission of IWBF are valid.
- 6.4.3. The candidate's NOWB must forward an application form along with the fee of \$100.00 US to the Secretary General of the Zone in which the examination is occurring four weeks before any tournament that is to be used for examination purposes. In exceptional circumstances the Secretary General of the Zone may in consultation with the Technical Officer of the Zone accept an application for a candidate up until the start of the clinic. The fee of \$100 USD or the equivalent in a currency specified by the Zone must accompany the form or be presented at the clinic with the approval of the Zone. This fee must be paid for each examination, silver and gold.
- 6.4.4. The NOWB of candidates who are accepted will receive notice of selection for examination as soon as possible after the receipt of the application. It is the responsibility of the NOWB of the candidate to inform the candidate of their acceptance and to make all arrangements for the candidate to attend the clinic. The candidate or their NOWB is responsible for all their expenses including transportation, accommodation and meals. The host organization will provide the candidate with access to the tournament site.
- 6.4.5. Candidates for the gold badge will be asked to give their decisions, with reasons, to the whole panel as if they were part of the panel. (This does not affect the classification of the player). If the answers given by the candidate are consistent with those of the panel then a final examination will be conducted on an individual basis. If this examination is satisfactory the examiners will report to the chairperson of the Tournament Player Classification Panel who will award the gold level badge to the candidate. If the candidate does not pass the examination they will be requested to re-submit their candidature after they have obtained further training.



- 6.4.6. The President of the Player Classification Commission will announce a list of persons qualified to act as examiners. The Zones must choose the examiners for their clinics from this list. The Player Classification Commission supplies them with the appropriate examination criteria and procedures.
- 6.4.7. Zones are authorized to conduct examinations of candidates. They must comply with the regulations stated in this section. Examiners should not be from the same country as the candidate(s).

6.5. PROCEDURE FOR TESTING

- 6.5.1. The chairperson of the Tournament Player Classification Panel must meet with the candidate before the examination. He must explain the main objectives and the content of the examination to the candidate(s).
- 6.5.2. The chairperson of the Tournament Player Classification Panel sends the examination files, along with two passport photographs of the candidate and a photocopy of the candidate's passport details, immediately to the Secretary General of the Zone in which the examination took place with a copy to the President of the Player Classification Commission. If successful, the international classifiers licence will be issued by the Secretary General of the Zone and sent to the NOWB for remittance to the holder. The Secretary General of the Zone will forward a copy to the Secretary General of IWBF.
- 6.5.3. The Secretary General of IWBF and the Secretaries General of the Zones shall communicate with the international classifiers only through their respective NOWB.
- 6.5.4. A NOWB may have an unlimited number of international classifiers.
- 6.5.5. Candidates who do not pass their examination will not be entitled to participate in a new international tournament or take the examination again until twelve (12) months after the last attempt.

6.6. LICENCE

- 6.6.1. The international classifiers licence is valid for one year. It will be renewed annually upon payment of the annual fee until the classifier no longer meets the quality set by IWBF or its Zones.
- 6.6.2. The IWBF Executive Council upon recommendation of the Player Classification Commission may decide upon the revocation of a classifier's licence.

6.7. FEES

- 6.7.1. The fee for the examination shall be \$100.00 US for the silver badge and \$100.00 US for the gold badge.
- 6.7.2. The annual licence fee shall be \$25.00 US.
- 6.7.3. The honorarium paid to classifiers for main world tournaments of IWBF shall be \$200.00 US.
- 6.7.4. The fee for the ID card and classification card shall be \$10.00 US.
- 6.7.5. The fee for replacement cards shall be \$25.00 US.

- 6.7.6. The fee for issuing a new classification card following the re-examination of a player shall be \$10.00 US.
- 6.7.7. The fee for an appeal of a player's classification shall be \$50.00 US.

6.8. SELECTION OF CLASSIFIERS

- 6.8.1. NOWBs are required to provide a list of all their available, active internationally licensed classifiers to the Secretary General of IWBF along with the fees, no later than January 31st of each year. The Secretary General of IWBF will forward the lists to the Secretary General of the relevant Zone by February 15th of each year.
- 6.8.2. The Player Classification Panel shall be appointed by IWBF, upon recommendation of the Player Classification Commission if the event is a World Championship or Paralympic Games or the competent body of the relevant Zone if the event is Qualification Tournament or Zonal Tournament 4 months in advance of the start of the tournament.
- 6.8.3. The relevant Secretary General shall inform nominated classifiers at least 3 months prior to the start of the tournament through their NOWBs with a copy going to their home address.
- 6.8.4. Withdrawal from a tournament by a nominated classifier can only be accepted 2 months prior to the start of the tournament. Replacement classifiers should have a reasonable time to be excused from work and make their travel arrangements. Withdrawals must be sent to the relevant Secretary General.
- 6.8.5. The Organizing Committee of the competition shall provide the classifiers who are selected with the following details:
- 6.8.5.1. Date of arrival,
 - 6.8.5.2. Address of the organizing committee, telephone no., map etc.
 - 6.8.5.3. Travel information (car, train, aeroplane); ground transportation,
 - 6.8.5.4. Accommodation, meals, transportation to gymnasias, etc.
 - 6.8.5.5. Competition programme,
 - 6.8.5.6. Date of departure.

6.9. RULES GOVERNING THE CONDUCT OF INTERNATIONAL CLASSIFIERS

- 6.9.1. A classifier may not hold any other position during a tournament when he/she is a member of the Tournament Player Classification Panel.
- 6.9.2. A classifier will be designated to be present at the scorer's table 30 minutes (or as required) prior to the start of the match in order to assist the referees during the player line-up to verify a player's wheelchair installation and remain at the table during the match to oversee the substitutions.
- 6.9.3. A classifier will respect the confidentiality of the deliberations of the Tournament Player Classification Panel.
- 6.9.4. A classifier will abide by the Code of Ethics of IWBF and the Player Classification Commission. (Appendix 1)
- 6.9.5. A classifier must remain active in his/her own country in order to remain practised in the art of player classification. National declarations for new players or changes of playing installation



for existing players will be used by the Player Classification Commission in order to assess an international classifier's ongoing knowledge.

6.10. REGULATIONS GOVERNING THE CLASSIFICATION OF PLAYERS

- 6.10.1. In order to be eligible to play in IWBF sanctioned wheelchair basketball tournaments a player must meet certain eligibility standards regarding their disability. IWBF requires that a player have at least a "minimal disability" to be eligible to play:
For acceptance in IWBF a wheelchair basketball player must meet the following criteria:
- 6.10.1.1. A wheelchair basketball player is unable to run, pivot or jump at a speed and with the control, safety, stability and endurance of an able-bodied player.
- 6.10.1.2. A wheelchair basketball player has a permanent physical disability in the lower limb(s) which can be objectively verified by acknowledged medical and/or paramedical investigations such as measurement, x-ray, CT, MRI, etc.
- 6.10.1.3. For the purpose of IWBF Classification, degrees of pain are not considered as measurable and permanent disabilities.
- 6.10.2. The valid player classifications in the IWBF are 1.0, 1.5, 2.0, 2.5, 3.0, 3.5, 4.0 and 4.5. A player is assigned a class based on the observations of the classifiers in accordance with the principles contained in the Official Player Classification Handbook.
- 6.10.3. A new player must be able to demonstrate the reason for his proposed classification. In some cases this may require written documentation detailing the nature, evolution, stability and prognosis of the physical impairment, with specific reference as to how the impairment affects movement, motor control and function.
- 6.10.4. The classification of players can take place at any event where:
- 6.10.4.1. The tournament meets the requirements outlined by IWBF and is sanctioned by IWBF, and
- 6.10.4.2. The Player Classification Commission has appointed a Tournament Player Classification Panel.
- 6.10.5. The tournament organizers will receive the Tournament Player Classification Panel 3 days prior to the start of the first day of competition.
- 6.10.6. All new players and existing players that have changed their playing installation will be observed by the Tournament Player Classification Panel prior to the first game of the tournament.
- 6.10.7. All players must be in possession of a valid IWBF Classification Card and Player ID Card to be registered on the match scoresheet.
- 6.10.8. Players holding an international player classification and who, between tournaments, change their installation in their wheelchair must be observed prior to any future international competition, as if they were a new player. They must apply for re-examination on the same form that coaches complete for a new player.
- 6.10.9. The classification of new players and existing players that have changed their playing installation as shown on their existing card will be subject to possible amendment following sufficient observation of the player during match situations. New players and existing players that have changed their playing installation may have their classification changed during the preliminary round matches of the tournament or at the end of the tournament.

- 6.10.10. If, during a tournament as defined in Article 6.10.4, the player classification panel identifies that there is a significant alteration in a player's functional capacity they may re-evaluate the classification of the player. If the panel is unanimous that the player's classification should change, the panel may take this action at the end of the tournament. This action is exceptional and would normally only be taken at the tournament that follows the tournament at which the player was classified or at which the player changed his/her playing installation. The decision must also be included in the report of the chairperson of the Tournament Player Classification Panel, to be forwarded to the respective NOWB.
- 6.10.11. Appeals of a player's classification are subject to the conditions of Article 6.12.

6.11. PROCEDURES FOR CLASSIFYING INTERNATIONAL PLAYERS

- 6.11.1. NOWBs wishing to register new players other than those proposed under the Minimal Disability Regulation (6.11.2), Conditional Disability Regulation (6.11.3) and players wishing to change their wheelchair installation must submit the names on the application form for International Classification Cards to the relevant Secretary General one month prior to the start of the tournament.
- 6.11.1.1. The form must contain the proposed classification of the player.
- 6.11.1.2. The form must be certified by a silver or gold badge IWBF classifier as a true record.
- 6.11.2. **Minimal Disability**
- NOWBs wishing to register a new player under the Minimal Disability Regulation as defined in the Official Player Classification Handbook must submit full details with the rationale why they believe the player is eligible under the Minimal Disability Regulation. This must be accompanied by all supportive documentation and received by the Secretary General of IWBF 6 months prior to the start of the tournament in which that player wishes to participate.
- 6.11.2.1. Upon request from the IWBF, a wheelchair basketball player must be able to provide to the Classification Commission documentary evidence, such as medical, paramedical or medico-legal reports, and/or investigation results, which clearly describe the nature and history of their disability and justifies the player's eligibility to play wheelchair basketball.
- 6.11.2.2. All documentation must be provided in English, as this is the official language of the IWBF. Any documents which are translated into English must have copies of the originals and certification of legally sworn accurate translation.
- 6.11.2.3. The Classification Commission must be satisfied that players applying for inclusion under the minimal disability regulations have made genuine attempts, by way of rehabilitation and/or surgical intervention, to return to sport following an injury, and that this has been unsuccessful in the past and is not a viable option for the future athletic career of the player concerned.
- 6.11.2.4. The Classification Commission may request an assessment of a player's condition by person or persons appointed by the Commission in order to establish that the player fulfills the criteria for inclusion in IWBF competitions. Any players wishing to be included in IWBF competitions must accede to this request.
- 6.11.2.5. Any costs associated with all aspects of establishing a player's eligibility, including but not limited to, translations, personal assessment and investigative procedures are the responsibility of the NOWB making application."The full procedures, which must be followed for both the initial application and any subsequent appeals, are detailed in the IWBF Internal Regulations Handbook – Player Classification Commission.
- 6.11.2.6. If an applicant is deemed ineligible to play wheelchair basketball under the auspices of the IWBF, the IWBF is not questioning that the applicant may have a genuine disability, which



limits them in a functional manner. The IWBF is only ruling on the eligibility of the applicant to play wheelchair basketball under IWBF jurisdiction.

- 6.11.2.7. A player who has only the minimal disability, and is deemed eligible to play at IWBF events, will be classified as 4.5 points.
- 6.11.2.8. The NOWB will be notified 3 months prior to the commencement of the tournament of the decision of the Player Classification Panel on the request for eligibility for the player under the Minimal Disability Regulation.
- 6.11.2.9. A NOWB who wishes to appeal the decision of the panel must do so sixty days prior to the commencement of the tournament in which the player wishes to participate in order to allow the panel to address the appeal prior to the deadline for registration of players.
- 6.11.2.10. Players seeking classification under the Minimal Disability Regulation must have their eligibility confirmed under the provision of 6.11.2 in order to have their names submitted for registration as a player in the tournament. Players will not be eligible to appear for classification at a tournament unless they have received this confirmation.
- 6.11.3. NOWBs wishing to register a new player under the Conditional Disability Regulation, as defined in the Official Player Classification Handbook, must submit full details with the rationale why they believe the player is eligible under the Conditional Disability Regulation. This must be accompanied by all supportive documentation and received by the Secretary General of IWBF 6 months prior to the start of the tournament in which that player wishes to participate.
 - 6.11.3.1. The President of the Player Classification Commission may request further documentation from the NOWB in order to verify the player's eligibility for participation under the Conditional Disability Regulation.
 - 6.11.3.2. The NOWBs will be notified 3 months prior to the commencement of the tournament of the decision of the Player Classification Panel on the request for eligibility for the player under the Conditional Disability Regulation.
 - 6.11.3.3. An NOWB who wishes to appeal the decision of the panel must do so sixty days prior to the commencement of the tournament in which the player wishes to participate in order to allow the panel to address the appeal prior to the deadline for registration of players.
 - 6.11.3.4. Players classified under the Conditional Disability Regulation will be treated as a new player at all tournaments and will continue to have their classification reviewed to determine if they remain eligible.
 - 6.11.3.5. Players seeking classification under the Conditional Disability Regulation must have their eligibility confirmed under the provision 6.11.3 in order to have their names submitted for registration as a player in the tournament. Players will not be eligible to appear for classification at a tournament unless they have received this confirmation.
- 6.11.4. All players, including those who have lost their card, must come for observation and consultation during their designated classification training session in order to:
 - 6.11.4.1. Meet with the Tournament Player Classification Panel, register their situation and verify their chair installation.
 - 6.11.4.2. In the case of a lost card, to issue a new card after confirmation that there are no changes being requested.
- 6.11.5. Any new players and players in possession of a valid classification card who are requesting a change of playing installation must:
 - 6.11.5.1. Be viewed by the Tournament Player Classification Panel during their team training session.

- 6.11.5.2. Meet with the classifiers during the training session to consider their classification and discuss the decision being recommended for their placement in a class.
- 6.11.5.3. Undergo, only if required, a medical and biochemical analysis by medical or agreed paramedical examiners (and translator if necessary).
- 6.11.5.4. Have further discussions with the Tournament Player Classification Panel where new information gathered during the training session or the analysis gives clarification to their classification.
- 6.11.6. At the end of the classification training session the player will be issued with a Player Classification Card and, if necessary, an IWBF ID Card.
- 6.11.7. Players who require further observation are considered to be under revision. Following sufficient observation a player whose classification is under revision may have his classification confirmed or changed at the end of each game in which he plays until the end of the preliminary round matches, or at the end of the tournament.

6.12. APPEALS PROCEDURE

- 6.12.1. All appeals concerning classification made prior to the start of a tournament must be submitted to the Secretary General of IWBF who after consultation with the President of the Classification Commission will provide it to the Secretary General of the relevant Zone if the event is Qualification Tournament or Zonal Tournament or to the Tournament Player Classification Panel if the event is a World Championship or Paralympic Games. The fee as directed in Article 6.7 must accompany the notice of appeal and will be returned if the appeal is successful.
- 6.12.2. Appeals by a NOWB of the international classification of one of their own players who is already on the IWBF player classification list must follow this procedure:
 - 6.12.2.1. The appeal must be received by the Secretary General of IWBF at least one month prior to the start of a tournament (that has been approved under Article 6.10.3) at which the player will be playing.
 - 6.12.2.2. The appeal will be considered at the same time and using the same procedure as for new players.
 - 6.12.2.3. Any player appealing under 6.12.2 is subject to his classification being changed during the tournament.
- 6.12.3. Appeals by a NOWB against the classification of one of their own players who is a new player or who has changed his playing installation prior to the start of the tournament must follow this procedure:
 - 6.12.3.1. The appeal must be lodged during a tournament (that has been approved under Article 6.10.3) with the chairperson of the Tournament Player Classification Panel and with the payment of the fee.
 - 6.12.3.2. Any player appealing under 6.12.3 is subject to his classification being changed during the tournament.
 - 6.12.3.3. If the player under appeal does not play a sufficient amount of time during the tournament for a decision to be made then the fee will be returned to the appealing NOWB.
- 6.12.4. Appeals by an NOWB of the international classification of a player from another nation must follow this procedure:



- 6.12.4.1. The appeal must be lodged during a tournament (that has been approved under Article 6.10.3) with the chairperson of the Tournament Player Classification Panel and with the payment of the fee.
- 6.12.4.2. All such appeals will be resolved during the tournament for implementation at the end of the tournament.
- 6.12.4.3. If the player under appeal does not play a sufficient amount of time during the tournament for a decision to be made then the fee is returned to the appealing NOWB.
- 6.12.4.4. A copy of the appeal notice will be given to the team manager of the team of the player under appeal.

6.13. APPEALS PROCESS

- 6.13.1. In the case of an appeal concerning a player participating in a tournament:
 - 6.13.1.1. At the start of the tournament the Chairperson of the Tournament Player Classification Panel will appoint 2 panels from amongst the appointed classifiers.
 - 6.13.1.2. Each player being considered will be reviewed by one of the panels independent of the other panel. The first panel reviewing the players shall be considered the original panel and the second panel shall be considered the appeal panel.
 - 6.13.1.3. In the instance of an appeal of the decision of the original panel by a player during the tournament, the Chairperson will instruct the second panel to review the player and render a decision.
 - 6.13.1.4. Decisions taken by the original panel of the Tournament Player Classification Panel will have immediate effect i.e. before the start of the player's next match, excepting appeals under 6.12.4, and remain in effect pending the decision of the Appeal Panel if it is appealed. The decision of the Appeal Panel will be binding for the remainder of the tournament.
- 6.13.2. In the case of a player appealing a decision of the Player Classification Commission regarding their eligibility under the Minimal Disability Regulation or the Conditional Disability Regulation:
 - 6.13.2.1. The Executive Council shall establish, as needed, an Appeal Panel consisting of three persons, for the purpose of reviewing the decision of the Player Classification Panel.
 - 6.13.2.2. The membership of this Panel shall be defined by the Executive Council.
 - 6.13.2.3. In order to appeal, a NOWB must lodge three full sets of documentation on why such an individual should be included, composed of medical evidence and any other material or information considered relevant to the case.
 - 6.13.2.4. An Appeal Fee of \$300.00 US must accompany the Appeal documentation, which will be returned in the event of a successful appeal.
 - 6.13.2.5. Appeals are subject to the same conditions as those outlined in 11.3.6. of the Regulations on Disciplinary Sanctions and Penalties.
 - 6.13.2.6. The decision of the Appeal Panel can be appealed to the Executive Council of IWBF. Their decision will be binding for a four-year period after which the player may request a further appeal.

6.14. CLASSIFICATION CARDS

- 6.14.1. Player classification cards will be issued to all players who have been observed by a Tournament Player Classification Panel and assigned a classification.

- 6.14.2. To be valid, player classification cards must be issued by IWBF and must bear the initials of the international classifiers who granted them, the IWBF ID number of the player and the player's playing installation marked on the skeletal drawing.
- 6.14.3. Player classification cards are only valid when laminated and accompanied by the IWBF ID card bearing the picture of the player.

6.15. ADMINISTRATION

- 6.15.1. At the conclusion of a tournament where classifications have taken place the chairperson of the Tournament Player Classification Panel shall submit a report to the Secretary General of IWBF if the event is a World Championship or Paralympic Games or to the Secretary General of the relevant Zone if the event is Qualification Tournament or Zonal Tournament who shall copy it to the President of the Player Classification Commission. The report should include:
- 6.15.1.1. A list of the classifiers at the tournament and comments on their competence.
- 6.15.1.2. A list of the players who were classified at the tournament and the decisions taken by the Tournament Player Classification Panel. This includes photocopies (front and back) of the newly issued IWBF ID and classification cards. Special attention must be paid to new players, players with a changed playing installation and protested players.
- 6.15.1.3. A financial report on the tournament.
- 6.15.1.4. The results of the examination of any students and their status.
- 6.15.1.5. Any other items of consequence to IWBF.

6.16. AUTHORITY AT ZONAL AND INTER-ZONAL COMPETITIONS

- 6.16.1. During IWBF main official competitions contained within one IWBF Zone, the President of the IWBF Player Classification Commission will delegate his authority to the chairperson of the zone player classification committee.
- 6.16.2. During IWBF main official competitions involving teams from more than one zone, the President of the IWBF Player Classification Commission will retain his authority. He shall not delegate this to the chairperson of the zone player classification committee of the zone within which the competition takes place.



APPENDIX 2

CODE OF ETHICS OF IWBF CLASSIFIERS

1. I am a volunteer in the service of IWBF.
2. I will seek to be fully informed, through study and training, in order to apply to the best of my ability the up-to-date rules and regulations of the Player Classification Commission.
3. I will contribute to the development and the dissemination of the rules and regulations of the Player Classification Commission to the players in my country and throughout the world.
4. I will exercise my art rigorously, without yielding to any economic, political, sporting or human pressure.
5. I will be able to justify and explain my decisions and those of the other members of the Player Classification Panels without showing anger or resentment.
6. I will respect the confidentiality of the deliberations of the Tournament Player Classification Panels, both publicly and privately, whether I am in agreement or not.
7. I will always:
 - Respect all players, coaches, officials and spectators
 - Strive to gain respect for all international classifiers
 - Show respect to my fellow international classifiers
8. Thereby, accepting my position as an international classifier, I commit myself to:
 - Respect this Code of Ethics;
 - Distance myself from any gender orientation, political, religious or nationalistic bias;
 - Always give my best when performing the function of an IWBF international classifier.



APPENDIX 3

TEAM STATEMENT FORM



APPENDIX 4

EXPLANATION OF HOW TO COMPLETE TEAM STATEMENT FORM