



Fédération Internationale de Tchoukball  
International Tchoukball Federation

OFFICIAL RULES  
WHEELCHAIR TCHOUKBALL

ER-08 31.11.2011 E

© FITB – December 2010



# Fédération Internationale de Tchoukball

## International Tchoukball Federation

### TABLE OF CONTENT

INTRODUCTION OF THE AUTHOR.....	3
INTRODUCTION TO THE RULES .....	4
RULE 1 W.TB – THE PLAYING AREA .....	5
RULE 2 W.TB – THE FRAME .....	5
RULE 3 W.TB. – THE BALL.....	5
RULE 4 W.TB. – THE PLAYERS .....	6
RULE 5 W.TB.- THE REFEREES .....	6
RULE 6 W.TB.- THE DURATION OF THE MATCHES .....	6
RULE 7 W.TB. – THE FAULTS .....	7
RULE 8 W.TB.- THE AWARDING OF POINTS.....	8
RULE 9 W.TB. - STARTING AND RESTARTING THE PLAY.....	9
RULE 10 W.TB.- THE FAULTY BOUNCE.....	10
RULE 11 W.TB.- BEHAVIOUR TOWARDS OPPONENTS, REFEREES AND PUBLIC.....	10



# Fédération Internationale de Tchoukball

## International Tchoukball Federation

### **Introduction of the author**

The drawing up of this regulation turns out to be the result of a path lasting many years, with the only objective of actually making Tchoukball a sport for everybody, embodying thus the wish of the inventor of this sport discipline, Dr. Hermann Brandt. From April 2006 I personally work to adapt the rules of Tchoukball for wheelchair players. With me working the members of the Tchoukball Board for Disabled, a commission created by the Italian Tchoukball Federation to promote projects for people with disabilities. The Tchoukball Board for Disabled has been trying in these years to conduct this adaptation process without distorting the original trademarks of this sport, looking at the same time to shape them according to the needs of wheelchair players.

The idea that gave the start to this project must be sought in my profession as a physiotherapist and is represented by the desire to give young people affected by spinal cord injury and hospitalized at the Spinal Units another chance to practice sport and rehabilitate. We think that the absence of physical contact and the freedom to express the capabilities of the individual, joined with the spirit of brotherhood and deep respect of the members of the opposing team – the very and inalienable trademarks of Tchoukball – could not find a better application field than the adaptation to disabled people.

As it often happens when you intend to achieve something important and elaborate as this kind of project, the individual's labor is never enough and it becomes essential to meet people ready to support you and share with you abilities and experiences, both professional and personal; in this case these people are: Chiara Volonté Chairwoman of Italian TchoukBall Federation and my partners in this project, Dr. PT Sara Mariani and Dr. PT Sabrina Basilico. I also thank Francesco Mondini, Chiara Arienti, Carolina Gambirasio and Pietro Maiocchi, because thanks to them we could work on the project and test the rules of Wheelchair Tchoukball with the guys hospitalized in the Spinal Unit of Niguarda Hospital in Milan.

Dr. Lanza Andrea

Coordinator of Italian Tchoukball Board for Disable

On 30th May 2008 the Italian Tchoukball Board for Disabled finished drawing up this first regulation adapted to people in wheelchair. This is the birth of the Wheelchair TCHOUKBALL! Since then the commission has been continuing to work hard to promote this new sport.

The FITB would like to sincerely thank you Dt. PT Andrea Lanza and Chiara Volonté from the FTBI for their effort to create this project and bring Tchoukball to new development.

FITB Executive Committee

30<sup>th</sup> November 2010



# Fédération Internationale de Tchoukball

## International Tchoukball Federation

### INTRODUCTION TO THE RULES

A wheelchair tchoukball match opposes two six players teams on a rectangular field of 14 x 28 meters. All the players must have available a wheelchair provided with rear caster and handrail on both wheels, the presence of a front buffer is allowed but not compulsory. The rear caster will not be considered equal to one of the four wheels, thus it won't be considered as a point of reference for judging the position of the player on the field.

Two suitable rebound frames are located at each end of the field.

In front of the two frames, we find two semicircles: the first one, with a radius of 2 m, defines a "forbidden area", while the second one, with a radius of 3 m, defines a field zone comprised between the actual field of play and the forbidden area, which is called "attack-defense area".

After every shot, or after every fault, the control of the ball is handed to the other team.

Interception of the ball is forbidden in order to prevent aggressions or violent physical contacts between opponents.

In order to score a point for his team, a player must bounce the ball off the frame letting it fall inside the field of play. The "forbidden area" and the "attack-defense area" are excluded from the field.

The team that has just concealed a point restarts the game by the side of frame where the point has been scored.

A maximum of three passes is allowed to put one player in a favorable position to shoot, except for the throw-in pass.

During the passes the ball is allowed to bounce on the ground one time.

Defending players are not allowed to interfere with the action of the opposing team.

They can only anticipate, in order not to be surprised by the ball's trajectory when it bounces from the frame.

At the end of the allotted time, the team with the most points wins the match.

For each match it is often necessary to adapt the rules to the number of available players, to their level of preparedness, to the level of their lesion and to the size of the playing field.

The flexibility of Tchoukball makes it a sport accessible to everybody, allowing a great freedom of action.

Thus, every modification must follow a reflection on its educative and psychosocial impact.

This caution is absolutely indispensable in order not to lose any of the advantages provided by the scientific design Tchoukball.



# Fédération Internationale de Tchoukball

## International Tchoukball Federation

### **RULE 1 W.TB – THE PLAYING AREA**

1.1 The recommended playing area is a 14m x 28m rectangle; it consists of a field of play and two forbidden zones (“forbidden area” plus “attack-defense area”).

1.2 The long sides are known as the sidelines and the short lines as the base lines. The playing area is divided into two zones by a median line joining the midpoints of the sidelines.

1.3 The “forbidden area” is a semi-circle, with a 2m radius measured from the centre of each base line while the “attack-defense area” is likewise a semi-circle with a 3m radius measured from the centre of each base line .

1.4 The front base of the frame is positioned in the middle of the diameter of this zone.

1.5.1 The lines should be clearly visible and with a width of 5 cm.

1.5.2 All lines are part of the area they delimit: the sidelines and the base lines belong to the field of play. The lines of the “forbidden zone” and “attack-defense area” (semi-circle and diameter) belong to these areas.

1.6 In sports halls, the ceiling or sport engines higher than 7m are considered as out of the playing area.

1.7 A 3 meter wide unobstructed area around the playing area is recommended.

### **RULE 2 W.TB – THE FRAME**

2.1 The frame and the net size, the inclination between the frame and the ground are the same of able-bodied tchoukball and must be conformed to the F.I.T.B. standards.

2.2 The net has to be sufficiently taut.

2.3 The frame must be fixed during the play in a way that cannot endanger the players.

2.4 The frame has to be officially approved by the F.I.T.B.

### **RULE 3 W.TB. – THE BALL**

3.1 The ball must be round, with a leather covering and a rubber (or similar material) ladder.

3.2 In men’s, women’s and junior matches, the ball must have a circumference of 54 to 56 cm and weight 325 to 400gr.

3.3 In particular cases, a rubber ball could be used in order to avoid trauma to fingers and face.



# Fédération Internationale de Tchoukball

## International Tchoukball Federation

### **RULE 4 W.TB. – THE PLAYERS**

- 4.1 A team can be made up of up to 9 players enrolled for a match.
- 4.2. 6 players can play simultaneously at any given time, the other 3 act as substitutes.
- 4.3. Substitution will take place in front of the scorekeeper's table or in front of the team benches, within 5 meters on each side of the median line, without stopping the game.
- 4.3.2 A wounded player can be replaced as soon as he's out of the playing field.
- 4.3.3 Substitution can take place only if a point has been scored.
- 4.4 Players should be dressed uniformly and have a clearly visible number from 5 to 20.
- 4.5 The wheelchairs are identical to those used in wheelchair basket.
- 4.6 The use of binding for keeping fingers and wrist safe from harm, bandages for the retaining of legs and for the stabilization of the trunk is allowed.
- 4.7 It is forbidden to wear any jewellery that could endanger other players (whether watch, bracelet, necklace, etc.)

### **RULE 5 W.TB.- THE REFEREES**

- 5.1 The refereeing body shall comprise 3 persons, of whom one is to be responsible for the scoring and time keeping.
- 5.2 The field referees control the game according to the rules
- 5.3 The scorekeeper notes the results, deliberate faults, he checks that substitutions (rule 4.3) and engagement (rule 9) are correctly made. He gets the match-sheet to be signed.
- 5.4 The referee's outfit is clearly different from the player's outfit. They have at their disposition a whistle, yellow cards (warning) and red cards (expulsion).

### **RULE 6 W.TB.- THE DURATION OF THE MATCHES**

- 6.1 The duration of the matches shall be three periods of 10 minutes, with a maximum interval of 5 minutes between periods.
- 6.2 The duration of junior matches (less than 16 year-old players) shall be three periods of 8 minutes, with a maximum interval of 5 minutes between periods.



# Fédération Internationale de Tchoukball

## International Tchoukball Federation

6.3 The referee shall decide when the stopwatch is to be stopped and restarted (in case of injury, etc...).

6.4 Upon the final blast of whistle, the game ends at once. Consequently, any ongoing action shall be declared null.

### **RULE 7 W.TB. – THE FAULTS**

7.1 A player commits a fault if:

7.1.1 He makes more than 3 thrusts while holding the ball, considering as thrust 0 the one-site one, taking place without any significant forward-moving to carry out a change of direction or to brake the wheelchair.

7.1.2 He holds the ball for more than 4 seconds.

7.1.3 He makes a pass that takes the team count of successive passes over 3 (a deviation of the ball is considered as a pass).

7.1.4 He accesses any area outside of the field of play with all four wheels while holding the ball, the last contact with the ball shall take place with at least one wheel inside the field.

7.1.4.1 When a player violates the forbidden area (2m line) while attacking, a fault will be awarded if all four wheels lay on the ground of the forbidden area and the player still holds the ball in his hands.

7.1.4.2 One can access the forbidden area (2m line) wheeling on two rear wheels and giving away the ball before the other two wheels touch the field of play.

7.1.4.3 The fault of violation will not be awarded if during a defensive action the player comes into possession of the ball (with full control) with at least one wheel inside the field and then leaves the field of play or accesses the forbidden area (2m line).

7.1.6 During a pass, the ball bounces more than once on the ground before reaching the team-mate.

7.1.7 He obstructs the movement of an opponent about to receive the ball, shoot, pass, position himself.

7.1.7.1 The players of the attacking team who do not participate in the action must necessarily leave the field area around the forbidden zones ( 3m line) so as not to obstruct the opponents, otherwise a fault will be awarded

7.1.7.2 The players who shoots must leave the forbidden zones (3m line) as quickly as possible and in a way that doesn't obstruct the opposing team, otherwise a fault will be awarded.

7.1.8 He shoots at the frame after three consecutive shots have already been made (a fault or point scored return the count to zero).



# Fédération Internationale de Tchoukball

## International Tchoukball Federation

7.1.9 He touches the ball rebounding from the net after a team mate shot and the ball falls down inside the field of play.

7.1.10 During a pass or a shot, he enters with all four wheels of the wheelchair the forbidden area (2 m line) before giving away the ball from his hands.

7.1.11 He goes through the forbidden zones (3m line) to take a defensive position, obstructing the opposing player.

7.1.12 He shoots, after an engagement, before the ball has crossed the median line.

7.1.13 He enters the ground, upon substitution, before his team-mate has come out.

7.1.14 The defending player shoots, without making at least one pass.

7.2 A fault is penalized by a breakdown in favor of the adverse team. The referee is to ensure that the free throw is taken from where the fault occurred. At least one pass must be made before shooting at the frame. To point out the engagement of the ball after a fault, the player who makes the engagement shall catch the ball with both hands and let it touch the handrail of one of the two wheels.

### **RULE 8 W.TB.- THE AWARDING OF POINTS**

8.1 A player scores a point if the ball rebounding from the frame:

8.1.1 touches the field of play before a defender can catch it.

8.1.2 touches a defender who fails to control it by dropping it on the floor or knocking it out of play.

8.1.3 touches a defender on his legs (rule 7.1.1).

8.2 A player concedes a point if:

8.2.1 he shoots and misses the frame.

8.2.2 the ball rebounding from the net, after a shot, falls out of play or into the forbidden zones (3m line);

8.2.3 he shoots and the ball rebounds onto him.

8.2.4 he touches the ball while being in the forbidden zones (3m line) or outside the field of play with more than three wheels of the wheelchair, after a team-mate has shot the ball and made it bounce from the frame.

8.2.5 he deflects the rebounding ball into the forbidden zones (3m line) or out of the play after a teammate shot.





# Fédération Internationale de Tchoukball

## International Tchoukball Federation

8.2.6 he deliberately touches the ball, preventing it from falling out of play or into the forbidden zones (3m line). He has committed an intentional foul.

8.2.7 He enters the forbidden area (2m line) or leaves the field with more than three wheels of the wheelchair while receiving the ball after an opponent has shot and made the ball bounce from the frame.

8.2.7.1 The defending player must necessarily have full control of the ball before the complete wheelchair is inside the forbidden area (2m line) , otherwise a point will be scored.

8.3 A player doesn't score a point if:

8.3.1 The defending player enters in possession of the ball before leaving the field with all four wheels of the wheelchair, in this case a fault will be awarded.

8.3.2 Upon defensive action, a player intercepts and controls the ball after a rebound from the frame with at least one wheel outside the forbidden area (2m line) and then he goes through this area while holding the ball.

8.3.2.1 The player who intercepts the ball outside the forbidden area (2m line) and then goes through it while holding the ball attack directly without having done at least one pass to a team-mate.

8.4 The team which has, at the end of the regular time of the match, the most point win the game.

### **RULE 9 W.TB. - STARTING AND RESTARTING THE PLAY**

9.1 At the beginning of the match, the team who gets the ball is chosen by lots. At the start of the second period, it is the other teams turn. At the beginning of the third period, the ball is in the hands of the losing team (in case of an even score, of the team who started the match).

9.2 the team that has conceded a point restarts the game.

9.3.1 The restart shall take place behind the base line and beside the frame on which the last point was scored. If there is not enough space in the referee's opinion, the restart can take place from inside the forbidden zones (3m line).

9.3.2 If rule 9.3.1. is not respected or if the ball leaves the playing area, the adverse team is awarded a restart.

9.4.1 Following the restart, the first shot may be on either frame provided the ball has crossed the median line.

9.4.2 The ball is considered to have crossed the median line if all the wheels of the wheelchair are clearly on the far side of the median line.



# Fédération Internationale de Tchoukball

## International Tchoukball Federation

9.4.3 One or more pass is allowed before the ball crosses the median line.

9.5 The restart does not count as a pass.

### **RULE 10 W.TB.- THE FAULTY BOUNCE**

10.1 A faulty bounce occurs when:

10.1.1 the ball touches the metal edge of the frame;

10.1.2 the rebounding ball does not respect the mirror image as a result of hitting the frame's rubber bands or clips.

10.2 If a defending team successfully catches a faulty bounce, the game goes on. If, on the other hand, it fails to control the ball, the game stops and the defending team is given a free throw from the spot where the ball did fall.

10.3 Rules 8.2.2 to 8.2.6 remain in effect even after a faulty bounce.

### **RULE 11 W.TB.- BEHAVIOUR TOWARDS OPPONENTS, REFEREES AND PUBLIC**

11.1 Each player, referee, coach or manager must respect the Tchoukball Charter.

11.2 A player who violates the spirit of the game through disrespectful behavior towards an opponent, a referee, a spectator or a teammate will receive a warning from the referee (yellow card), who can also, if he deems it necessary, expel the player.

11.3 An expelled player may be replaced.

11.4 Warnings and expulsions are noted on the match sheet.