2019
國際輪椅籃球
3x3 規則
中英文版
3x3 Official Wheelchair Basketball Rules

2019

As approved by

IWBF Executive Council
Mies, Switzerland, April 2019

Valid as of 7th April 2019
2019 國際輪椅籃球 3x3 規則

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Throughout the 3x3 Official Wheelchair Basketball Rules, all references made to a player, coach, official, etc. in the male gender also apply to the female gender. It must be understood that this is done for practical reasons only.

The Official IWBF Wheelchair Basketball Rules of the Game are valid for all game situations not specifically mentioned in the 3x3 Rules of the Game.

**Art. 1 Court and Ball**

The game will be played on a 3x3 basketball court with 1 basket. A regular 3x3 court playing surface is 15m (width) x 11m (length). The court shall have a regular basketball playing court, sized zone, including a free throw line (5.80m) and a two point line (6.75m). Half a traditional basketball court may be used.

The official 3x3 ball shall be used in all categories.

**Note**: at grassroots level, 3x3 can be played anywhere; court markings – if any are used – shall be adapted to the available space.

IWBF 3x3 Official Competitions must fully comply with the above specifications including baskets with the 12 seconds shot clock integrated in the backstop padding.

**Art. 2 Teams**

Each team shall not have more than five (5) players (three [3] players on the court and two [2] substitutes) and one [1] bench personnel.

**Note**: Bench personnel may not act as a coach.

**Art. 3 Game Officials**

The game officials shall consist of 1 or 2 referees and 3 table officials.

**Note**: Article 3 does not apply to grassroots events.

**Art. 4 Beginning of the Game**

4.1 Both teams shall warm-up simultaneously prior to the game.

4.2 A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.

4.3 The game must start with 3 (three) players on the court.
國際輪椅籃球 3x3 規則

本輪椅籃球 3x3 規則述及教練、球員與裁判等處，雖均使用男性稱謂，亦包括女性在內，僅為實際行文便利之故，尚祈諒達。

國際輪椅籃球規則適用於本輪椅籃球 3x3 規則所未提及之比賽狀況。

第 1 條：場地與比賽用球
比賽在設有一個球籃的 3x3 籃球場上進行，一個標準的比賽場地為長 11 公尺，寬 15 公尺。場地應設有標準籃球場的區域，包含罰球線 (5.8 公尺 ) 和 2 公尺 (6.75 公尺 )。可使用一個傳統籃球場的半個比賽場地。
所有組別賽事應採用官方 3x3 比賽用球。
註：3x3 基層賽事可在任何地方進行，任何放置的球場標線可因應空間作調整。
IWBF 3x3 官方賽事必須完全符合上述規格，包括使用已於防護軟墊內安裝 12 秒進攻計時鐘的籃球架。

第 2 條：球隊
每隊成員不得超過 5 名球員 (3 名場上球員，2 名替補員 ) 和 1 名球隊席位人員。
註：球隊席位人員不得擔任教練。

第 3 條：比賽職員
比賽職員應包括 1 或 2 位裁判及 3 位記錄台人員。
註：第 3 條規定適用於基層賽事。

第 4 條：比賽開始
4.1 比賽開始前，兩隊應同時熱身。
4.2 由擲硬幣的方式來決定哪一隊獲得第一次球權，擲硬幣獲勝的球隊可選擇比賽開始的球權或可能進行的延長賽的球權。
4.3 每隊必須有 3 位場上球員才能開始比賽。
Art. 5 Scoring

5.1 Every shot from inside the arc (1-point field area) shall be awarded 1 point.
5.2 Every shot from behind the arc (2-point field area) shall be awarded 2 points.
5.3 Every successful free throw shall be awarded 1 point.

Art. 6 Playing time/Winner of a Game

6.1 The regular playing time shall be as follows: one period of 10 minutes playing time. The clock shall be stopped during dead ball situations and free throws. The clock shall be restarted after the exchange of the ball is completed (as soon as it is in the offensive team’s hands).
6.2 However the first team which scores 21 points or more wins the game if it happens before the end of regular playing time. This “sudden death” rule applies to regular playing time only (not in a potential overtime).
6.3 If the score is tied at the end of playing time, an overtime will be played. There shall be an interval of 1 minute before the overtime starts. The first team to score 2 points in the overtime wins the game.
6.4 A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 3 players ready to play and in line with art. 13 Players classification system.
In case of a forfeit, the game score is marked with w-0 or 0-w (“w” standing for win).
6.5 A team shall lose by default if it leaves the court before the end of the game or all the players of the team are injured and/or disqualified or the combination of the remaining available players exceed 8.5 points limit. In case of a default situation, the winning team can choose to keep its score or have the game forfeited, whilst the defaulting team’s score is set to 0 in any case.
6.6 A team losing by default or a tortuous forfeit will be disqualified from the competition.

Note: if a game clock is not available, the running time’s length and/or required points for “sudden death” is at the organizer’s discretion. IWBF recommends setting the score limit in line with the game’s duration [10 minutes/10 points; 15 minutes/15 points; 21 minutes/21 points].

Art. 7 Fouls/Free throws

7.1 A team is in a penalty situation after it has committed 6 fouls. Players are not excluded based on the number of personal fouls subject to art.17.
7.2 If a shot for a field goal is not successful, fouls during the act of shooting inside the arc shall be awarded 1 free throw, whilst fouls during the act of shooting behind the arc shall be awarded 2 free throws.
7.3 If a shot for a field goal is successful, the goal shall count and the shooter shall be awarded 1 additional free throw.
7.4 Unsportsmanlike and disqualifying fouls are counted as 2 fouls for team fouls purposes. The first unsportsmanlike foul of a player shall be penalized with 2 free
第 5 條：得分
5.1 在弧線（2 分線）內的每一次投籃中籃得 1 分。
5.2 在弧線（2 分線）外的每一次投籃中籃得 2 分。
5.3 每一次罰球中籃得 1 分。

第 6 條：比賽時間 / 比賽勝隊
6.1 正規的比賽時間為：一場 10 分鐘。死球狀況及罰球時，應停止比賽計時鐘。
球權轉換完成後（當進攻球隊持球時），應重新啟動計時鐘。
6.2 然而，如果在正規比賽時間結束之前，首先得 21 或更多分的球隊獲勝。
這項“驟死賽”的規則僅適用於正規的比賽時間內（不適用於可能的延長賽）。
6.3 若正規比賽結束時雙方得分相同，將進行延長賽。延長賽開始前，應有 1 分鐘的間隔時間。在延長賽中，首先得 2 分的球隊獲勝。
6.4 如果球隊在賽程表定開始時間尚未達 3 人於比賽球場上出賽，且需符合第 13 條
球員分級點數制度，則該隊應被沒收比賽判定失敗。
在沒收比賽判定失敗的情況下，比賽分數應記錄為 W-0 或 0-W（“W”代表
獲勝）。
6.5 若球隊在比賽結束前離開球場或球隊的所有球員因受傷 和/或 喪失比賽資格或
球員總點數超過 85 點的限制，則該隊因人數不足判定失敗。在因人數不足判
定失敗的狀況中，獲勝的球隊可以選擇保留其比賽得分或讓比賽被沒收，但
在任何情況下，因人數不足判定失敗的球隊，其比賽分數應記錄為 0 分。
6.6 球隊人數不足或因故被沒收比賽而判定失敗時，將喪失參與該賽事的比賽資格。
註：若沒有比賽計時鐘，則比賽時間 和/或 “驟死賽” 規則的得分門檻，由主辦
單位自行決定。國際輪椅籃球總會建議，採用與比賽時間相配合的得分限制
【10 分鐘 / 得 10 分；15 分鐘 / 得 15 分；21 分鐘 / 得 21 分】。

第 7 條：犯規 / 罰球
7.1 在球隊犯規次數達 6 次之後，該隊進入球隊犯規罰則階段。依據第 17 條，球員
不會因個人犯規次數而失去比賽資格。
7.2 若球員在弧線（2 分線）內，於投籃動作中被犯規，若球未中籃，該球員應被
給予 1 次罰球，然而，在弧線（2 分線）外的範圍，處於投籃動作中被犯規，
當球未中籃時，應判罰球 2 次。
7.3 當正在投籃動作中的球員被犯規，若球中籃，得分算且該球員應被給予 1 次罰球。
7.4 違反運動精神犯規和奪權犯規，應登記 2 次球隊犯規。球員的第 1 次違反

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throws, but no ball possession. All disqualifying fouls (including the second unsportsmanlike of a player) shall be always penalized with 2 free throws and ball possession.

7.5 Team fouls 7, 8 and 9 shall always be awarded with 2 free throws. The 10th and any subsequent team foul will be awarded with 2 free throws and ball possession. This clause is applied also to fouls during the act of shooting and overrules 7.2, 7.3. and 7.4.

7.6 All technical fouls shall be always penalized with 1 free throw. After 1 free throw, the game shall be resumed as follows:

- If the technical foul was committed by a defensive player, the shot clock for the opponents shall be reset to 12 seconds;
- If the technical foul was committed by the offensive team, the shot clock for that team shall continue from the time it was stopped.

Note: An offensive foul shall not be penalized with free throws.

Art. 8 How the Ball is played

8.1 Following each successful field goal or last free throw (except those followed by ball possession):

A player from a non-scoring team will resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc.

8.2 Following each unsuccessful field goal or last free-throw (except those followed by ball possession):

- If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.
- If the defensive team rebounds the ball, it must return the ball behind the arc (by passing or dribbling).

8.3 If the defensive team steals or blocks the ball, it must return the ball behind the arc (by passing or dribbling).

8.4 Possession of the ball given to either team following any dead ball situation shall start with a check-ball i.e. an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.

8.5 A player is considered to be “behind the arc” when all the wheels of his wheelchair and any anti-tip castor(s), which continuously come into contact with the floor are outside the arc.

Note: The line that forms the arc is considered to be inside the arc.

8.6 In the event of a held ball situation, the ball shall be awarded to the defensive team.
運動精神犯規的罰則，應為 2 次罰球，但沒有控球權。所有奪權犯規（包含球員的第 2 次違反運動精神犯規）的罰則，應為 2 次罰球及控球權。

7.5 球隊犯規次數第 7、8、9 次的罰則，為罰球 2 次。第 10 次及之後的球隊犯規，其罰則為罰球 2 次及控球權。本條文適用於對投籃動作中的球員犯規，且規則 7.2、7.3 和 7.4 不得抵觸本規定。

7.6 所有技術犯規的罰則，應為 1 次罰球。在 1 次罰球之後，比賽恢復如下：
- 若防守球員被宣判技術犯規，則對方的投籃計時鐘應重設為 12 秒。
- 若進攻球員被宣判技術犯規，則該隊的投籃計時鐘應接續計時。

註：進攻犯規的罰則，不應給予罰球。

第 8 條：籃球的打法

8.1 投球中籃及最後一次罰球中籃之後（除有附帶球權外）：
非得分隊自籃下（並非從端線後方）運球或傳球，將球送回至弧線外場區
來恢復比賽。

8.2 投籃及最後一次罰球未中籃時（除接著有控球權外）：
- 若原進攻隊搶到籃球，可繼續進攻，不需將球送回弧線外。
- 若原防守隊搶到籃板球，則必須將球送回（傳球或運球）弧線外。

8.3 如果是防守隊因抄截、封阻獲得球，必須將球送回（傳球或運球）弧線外。

8.4 任一隊在死球狀況下所獲得的球權，應在攻守球員間轉換球權後開始。
在球場弧線頂端外（在進攻與防守球員之間）轉換球權。

8.5 當輪椅的所有輪子和任何防傾斜輪，皆觸及弧線外的地板時，球員被視為位在
“弧線之外”。

註：弧線的標線，視為弧線以內的區域。

8.6 如果發生爭球狀況，球權應給予原防守隊。
Art. 9 Stalling

9.1 Stalling or failing to play actively (i.e. not attempting to score) shall be a violation.

9.2 If the court is equipped with a shot clock, a team must attempt a shot within 12 seconds. The clock shall start as soon as the ball is in the offensive players’ hands (following the exchange with the defensive player or after a successful field goal underneath the basket).

Note: If the court is not equipped with a shot clock and a team is not sufficiently trying to attack the basket, the referee shall give them a warning by counting the last 5 seconds.

Art. 10 Substitution

Any team is allowed for a substitution when the ball becomes dead and prior to the check-ball or free throw. The substitute can enter the game after his teammate has left the court by making contact with any part of his wheelchair off the court. The substitutions can take place behind the end line opposite the basket and the substitutions require no action from the referees or table officials.

Art. 11 Time-outs

11.1 Each team is granted 1 team time-out. Any player or substitute can call the time-out in a dead ball situation.

11.2 In case of TV production, the organizer can decide to apply 2 additional TV time-outs that will be called at the first dead ball after the game clock showing 6:59 and 3:59 respectively in all games.

11.3 All time-outs have a length of 30 seconds.

Note: The time-outs and substitutions can only be called in dead ball situations and cannot be called when the ball is live (Art. 8.1).

Art. 12 Use of Video Material

12.1 Insofar available, the Instant Replay System ("IRS") may be used by the referee during a game to review:

1. The score keeping or any malfunction of the game clock or shot clock at any time during the game.

2. If a last shot for a field goal at the end of the regular playing time was released on time and/or whether that shot for a field goal counts for 1 or 2 points.

3. Any game situation in the last 30 seconds of the regular playing time or the overtime of the game.

4. A Challenge request by a team.

12.2 In case of a team’s protest (Art. 14), the official video materials may be used only to decide if a last shot for a field goal at the end of the game was released
第 9 條：拖延比賽
9.1 拖延或不積極進攻（不試圖得分）即為違例。
9.2 若球場設置投籃計時鐘，球隊必須在 12 秒內試圖投籃。當球在進攻隊手中時，
投籃計時鐘應立即啟動（防守方轉換球權後或球中籃之後，於籃下拿到球）。
註：若球場無設置投籃計時鐘，且球隊沒有積極地試圖投籃時，裁判應倒數最後
5 秒以示警告。

第 10 條：替補
在球成死球、進行轉換球權或執行罰球前，任一隊皆可替補。替補員在被替補的隊
友離場，並於場外碰觸他輪椅的任何一部分後，方可進入場內。替補可在正對籃框
的端線外進行，無需透過裁判或記錄台執行程序。

第 11 條：暫停
11.1 每隊可請求 1 次暫停。任何球員或替補員皆可於死球時請求暫停。
11.2 在電視轉播的情況下，主辦單位可決定在所有比賽中提供 2 次電視暫停。
特別為比賽計時鐘顯示 6:59 與 3:59 之後的首次死球時進行。
11.3 所有暫停時間皆為 30 秒。
註：暫停及替補只能在死球情況下進行，且不適用於活球時進行（第 8.1 條）。

第 12 條：使用影片資料
12.1 比賽期間，裁判可使用即時重播系統檢視比賽：
1. 於比賽任何時間內，確認得分或比賽計時鐘或進攻計時鐘故障時使用。
2. 於正規賽時間終了前，確認最後一次投籃是否在時間內投球離手 和/或
該球中籃為 1 分或 2 分。
3. 於正規賽或延長賽的最後 30 秒，可使用於比賽任何狀況。
4. 球隊提出挑戰。
12.2 若球隊提出抗議（第 14 條），官方影像資料僅用於確認正規賽時間終了前，
確認最後一次投籃是否在時間內投球離手 和/或 該球中籃為 1 或 2 分。

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during playing time and/or whether that shot for a field goal counts for 1 or 2 points.

**Note:** A Challenge request will only be possible in IWBF 3x3 Official Competitions as well as if foreseen by the respective competition’s regulation and subject to the IRS availability.

**Art. 13 Player classification points system**

At no time in a game shall a team have players participating whose total points value exceed the 8.5-point limit.

**Note:** If female player(s) are part of the team there shall be no reduction in their classification points when on the floor.

**Art. 14 Protest procedure**

In case a team believes its interests have been adversely affected by a decision of an official or by any event that took place during a game, it must proceed in the following manner:

1. A player of that team shall sign the score sheet immediately at the end of the game and before the referee signs it.

2. Within 30 minutes, the team should present a written explanation of the case, as well as a security deposit of 200 USD to the Sports Supervisor. If the protest is accepted, the security deposit is refunded.

**Art. 15 Standings of teams**

For both in pools and in overall competition standings (other than standings in tours), the following classification rules shall apply.

If teams that have reached the same stage of the competition are tied, the steps to break the tie shall be applied in the following order:

1. Most wins (or win ratio in case of unequal number of games in inter-pool comparison).

2. Head-to-head comparison (only taking win/loss into account and applies within a pool only).

3. Most points scored in average (without considering winning scores of forfeits).

If teams are still tied after those 3 steps, the team(s) with the highest seeding win(s) the tie-breaker.

The standings in tours (whereas tours are defined as series of connected tournaments) shall be calculated for the tours denominator, i.e. either players (if players can create new teams in each tournament) or teams (if players are bound to one team for the whole tour). The tour standings order is as follows:

- i. Standings in final event or prior to it, being actually qualified to tour final.
- ii. Tour standing points collected for final standings at each tour stop.
- iii. Most wins collected in the tour (or win ratio in case of unequal number of games).
- iv. Most points scored in average during the tour (without considering winning scores of forfeits).
- v. Seeding for tie-breaking purposes will be a tour seeding done simultaneously with each specific event seeding.
註：提出挑戰僅限用於國際輪椅籃球總會 3x3 官方賽事，除主辦單位另有競賽規程規定適用即時重播系統。

第 13 條：球員分級點數制度
比賽期間，任一隊場上球員總點數均不得超過 8.5 點的限制。
註：若球隊有女性隊員，當她們出賽時不應降低其分級點數限制。

第 14 條：抗議程序
若球隊認為裁判的判決或比賽中發生的任何事件致使權益受損，則必須按照下列程序提出抗議：
1. 該隊球員應在比賽結束後、裁判簽名前，立即在比賽記錄表上簽名。
2. 在 30 分鐘內，球隊應向競賽主管提交抗議內容的書面說明及繳交 200 美元保證金。若抗議被受理，保證金將會退還。

第 15 條：球隊名次判定
下列原則適用於小組排名及賽事的整體排名（巡迴賽排名除外）。
若球隊在賽事的同一階段成績相同，應按照下列步驟決定排名：
1. 勝場數最多的球隊（若小組賽場數不相等，則使用勝率。）。
2. 雙方對戰成績（考慮勝負，但僅適用同一小組內。）。
3. 平均得分最多的球隊（不包括因對方沒收比賽而獲勝的得分）。

經上述 3 步驟仍無法分出排名時，則以種子排名較高的球隊出線。

巡迴賽排名（巡迴賽的定義為一系列相關的賽事）應以共同方式計算，即以球員（若球員可於每個賽事中組織新球隊）或球隊（若球員於整個巡迴賽中只可代表一支球隊出賽）作單位。應按照下列方式排列巡迴賽排名：
i. 最後一個賽事或之前的排名，而該排名已取得巡迴賽決賽資格。
ii. 每站巡迴賽最後排名中取得的巡迴賽排名積分。
iii. 巡迴賽中獲勝場數最多的隊（若比賽場數不相等，則使用勝率。）。
iv. 巡迴賽中平均得分最多的隊（不包括因對方沒收比賽而獲勝的得分）。
v. 巡迴賽排名於計算每站賽事排名時同時產生，以計算出線資格的排名。

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**Art. 16 (Art. 15 FIBA 3x3 rules)**
Currently not adaptable for IWBF.

**Art. 17 Disqualification** (Art. 16 FIBA 3x3 rules)
Any player committing 2 unsportsmanlike fouls (not applicable to technical fouls) shall be disqualified from the game and may be further disqualified from the event by the organizer. Independent thereof, the organizer shall disqualify the player(s) concerned from the event for acts of violence, verbal or physical aggression, tortuous interference in game results, a violation of IWBF’s Anti-Doping rules or any other breach of the IWBF Code of Ethics. The organizer may also disqualify the entire team from the event depending on that team’s other members’ contribution (also through non-action) to the aforementioned behavior. IWBF’s right to impose disciplinary sanctions under the regulatory framework of the event, the Terms and Conditions of play.fiba3x3.com and the IWBF Internal Regulations remains unaffected by any disqualification under this Art. 17.

**Art. 18 Adoptions to U12 Categories** (Art 17 FIBA 3x3 rules)
Currently not adaptable for IWBF.

END OF RULES and GAME PROCEDURES
第 16 條：（國際籃球 3x3 規則 第 15 條）
國際輪椅籃球總會暫不適用。

第 17 條：取消比賽資格（國際籃球 3x3 規則 第 16 條）
任何球員被宣判 2 次違反運動精神犯規（不適用於技術犯規）應被取消比賽資格，同時主辦單位可進一步取消其參賽資格。球員涉及暴力、言語或身體攻擊行為，以不正當的方式影響比賽結果、違反禁藥規定或其他違反國際輪椅籃球總會的道德守則，主辦單位應取消其參賽資格。根據該隊成員對上述行為的參與程度（包括不採取行動），主辦單位有權取消球隊的參賽資格。國際輪椅籃球總會有權在賽事的監管中實施紀律制裁，play.fiba3x3.com 的條款及細則、國際輪椅籃球總會內部規則，不受因本條文規定取消比賽資格而影響。

第 18 條：適用於 12 歲以下(U12) 的規範（國際籃球 3x3 規則 第 17 條）
國際輪椅籃球總會暫不適用。

規 則
及
比賽程序結束

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