

# OFFICIAL PLAYER CLASSIFICATION MANUAL



**IWBF**

International Wheelchair  
Basketball Federation

**PREPARED BY THE**  
**IWBF PLAYER CLASSIFICATION COMMISSION**



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**Postal Address & Office Location:**

International Wheelchair Basketball Federation  
181 Watson Street #108  
Winnipeg, MB, Canada, R2P 2P8  
Phone: 1-204-632-6475  
Fax: 1-204-415-6515  
E-Mail: IWBFSecretariat@aol.com  
Website: <http://www.iwbf.org>

**IWBF Player Classification Commission**

<b>President</b>	Don Perriman, President, Australia
<b>Ex-officio Member</b>	Mrs. Maureen Orchard, President & Secretary General IWBF, Canada



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## **INTRODUCTION**

Wheelchair basketball classification is the grouping of players into categories (classes), based on the player's physical capacity to execute fundamental basketball movements; pushing the wheelchair, dribbling, shooting, passing catching, rebounding and reacting 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.

To be eligible a wheelchair basketball player must have a permanent physical disability which reduces the function of the lower limbs to a degree where they cannot run, pivot or jump at a speed and with the control, safety, stability and endurance of an able bodied player

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). 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's 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 today. 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 basketball players 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 we classify):***

A new player who presents with an obvious lower limb disability may receive his international wheelchair basketball classification at any IWBF sanctioned tournament where a Player Classification Panel is in attendance.

A new player who does not have a disability which can be clearly identified by observation alone must meet the criteria for minimal disability established by IWBF. Their eligibility must be confirmed at least one month prior to the start of the first tournament the player wishes to register for. IWBF has assembled a panel of experts to rule on the eligibility of such players. For details on the criteria used to determine minimal disability eligibility please refer to page 11.

One month in advance of a tournament, National Organizations for Wheelchair Basketball (NOWB) submit a team registration list which contains all of their player's names, jersey numbers, date and place of birth, and proposed classifications.

Once on site, a verification meeting is scheduled. During this meeting, a team representative confirms the team's information is correct with a member of the Classification Panel. A temporary classification card is issued for new players with the information obtained from the team representative.

The next day the new player is observed during the team's observation practice prior to the commencement of competition. At the end of the observation practice the classification panel assigns a class for the new player to start the tournament.

The player is next observed in competition, at which time his/her classification is either confirmed or modified. A new player's class may change at the end of any game during the preliminary round games, or at the end of the tournament.

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

If the panel has seen very little of a player during the tournament, and there is still some uncertainty, a card will not be issued for the player. On the final tournament report the player will be listed as: "insufficient observation; no card issued".

A player's NOWB may request a review of a player's classification. Details of this process are in the IWBF Regulations Handbook under the Classification section. Observation of the player under review will follow the same procedure as observation of a new player.

## ***THE 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 these 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.

## THE CONCEPT OF 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:

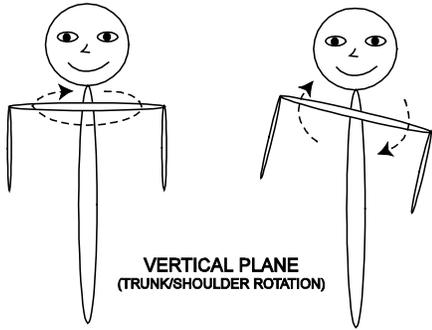
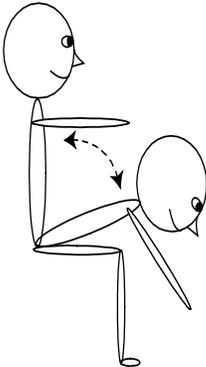
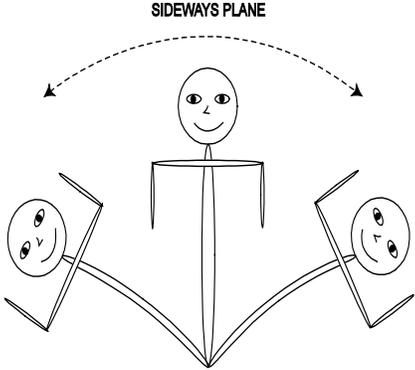
The limit to which a player can move voluntarily in any direction, and with control return to the upright seated position, without holding the wheelchair for support or to aid the movement. The volume of action includes all directions, and describes the position of the ball when held with both hands.

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

The **vertical plane**: Turning 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).

Vertical Plane	Forward Plane	Sideways Plane
 <p style="text-align: center;">VERTICAL PLANE (TRUNK/SHOULDER ROTATION)</p>	 <p style="text-align: center;">FORWARD PLANE (TRUNK BEND)</p>	 <p style="text-align: center;">SIDWAYS PLANE</p>
<b>Diagram 1</b>	<b>Diagram 2</b>	<b>Diagram 3</b>

Players in each class have different volumes of action, and this is what determines the final classification.

In brief, the classes are as follows:

***The class 1.0 player:***

- Little or no controlled trunk movement in the forward plane.
- No active trunk rotation.
- Balance in both forward and sideways directions is significantly impaired.
- Players rely on their arms to return to the upright position when unbalanced.

***The class 2.0 player:***

- Partially controlled trunk movement in the forward plane.
- Active upper trunk rotation but no lower trunk function.
- No controlled sideways movement.

***The class 3.0 player:***

- Good trunk movement in the forward direction.
- Good trunk rotation
- No controlled trunk movements sideways.

***The class 4.0 player:***

- Normal trunk movements, but usually due to limitations in one lower limb the player has difficulty with controlled movement to one side.

***The class 4.5 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 classification; 1.5, 2.5 or 3.5. 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 SITTING POSITION AND PELVIC STABILITY

Players adjust their sitting position in the wheelchair to maximize their 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.

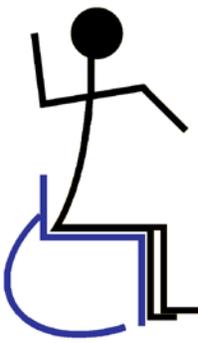
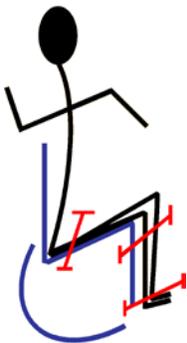
Players can be divided into two categories when considering pelvic stability: Those who can actively stabilize their pelvis and those who rely on their wheelchair for passive stability.

### Active Pelvic Stabilization

Active pelvic stabilization is when a player has sufficient muscle control in the lower trunk, pelvic girdle and hips to maintain the pelvis in a normal seated position when the trunk is actively moved in any or all planes of movement. Usually a player with active pelvic stabilization will be playing on a relatively flat wheelchair seat, and will require little support from the wheelchair to maintain pelvic stability (Diagram 4).

### Passive Pelvic Stability

Passive pelvic stability is when a 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 is actively moved in the any or all planes of movement. A player who relies on the external support of the wheelchair to maintain pelvic stability will usually be playing on a seat which is significantly angled from front to rear to create a "bucket" seat which maintains pelvic stability (Diagram 5).

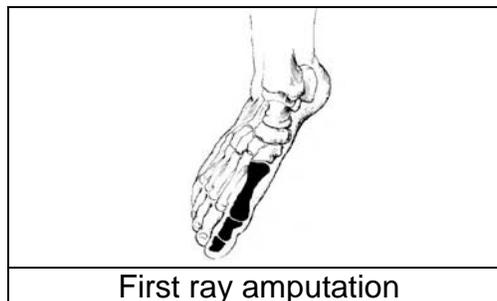
Those with the ability to actively stabilize: 3.0 → 4.5 players	Those who rely on passive stability: 1.0 → 2.0 players
	
Diagram 4	Diagram 5

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.

## **CRITERIA USED TO DETERMINE MINIMAL DISABILITY ELIGIBILITY**

In order to be eligible to play wheelchair basketball in competitions held under the jurisdiction of IWBF a player who does not have a disability which can be clearly identified by observation alone will have their eligibility determined using the following criteria:

- a) A wheelchair basketball player has a permanent physical disability which in the opinion of the IWBF Classification Eligibility Panel reduces the function of the lower limbs to a degree where they cannot run, pivot or jump at a speed and with the control, safety, stability and endurance of an able bodied player.
- b) The disability must be such that it can be objectively verified by acknowledged medical and/or paramedical investigations such as measurement, x-ray, CT, MRI etc.
- c) Persons who have had hip or knee joint replacements and have provided confirmation of the relevant surgery from their attending physician or surgeon and supporting verification x-rays/scans are deemed to have met the eligibility criteria.
- d) In the instance of amputation, the minimal requirement for eligibility is total removal of the first ray of one foot,



- e) In the instance of a leg length discrepancy the minimal requirement for eligibility is 6cm difference in leg length as measured from the greater trochanter to the ground in a standing x-ray.

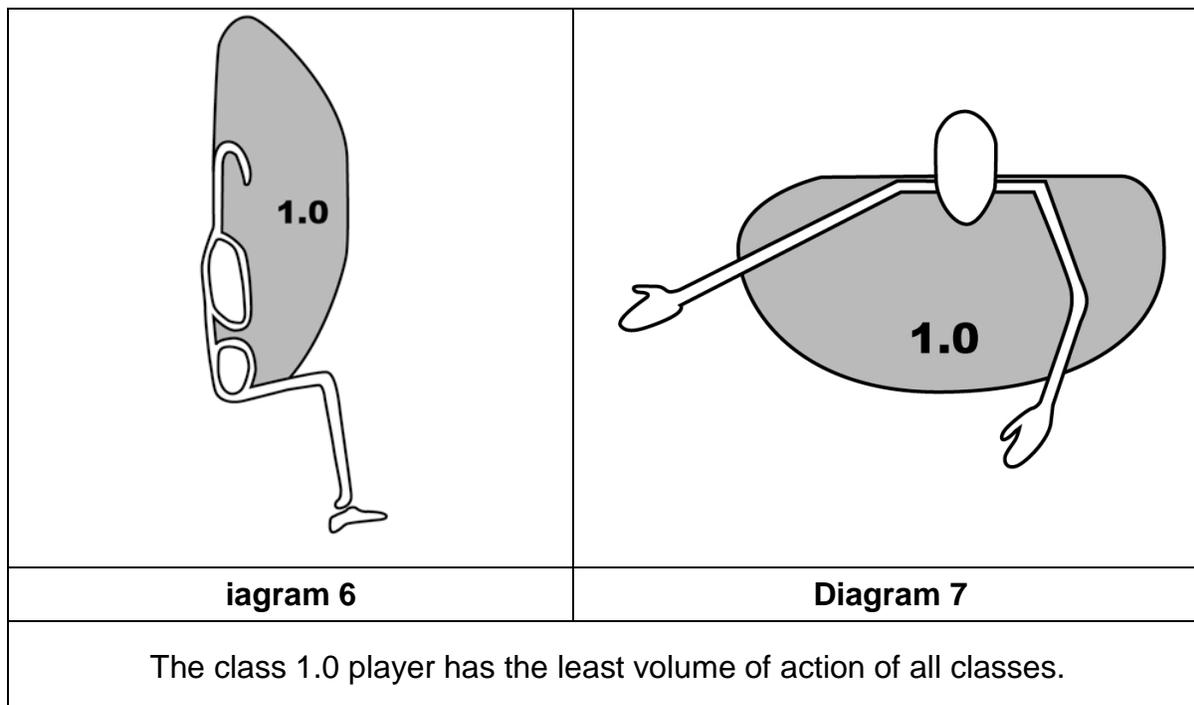
For the purpose of IWBF Classification, degrees of pain are not considered as measurable and permanent disabilities.

A player who is deemed eligible to play under the above IWBF criteria shall receive a Player ID Card. At the first official competition where a Classification panel is present the player will be observed during training and game situations. At the end of the competition they will receive their Classification Card with their official classification.

Players who have a minimal disability and require confirmation of their eligibility must apply in advance to IWBF for approval to play in IWBF sanctioned tournaments. Details of this process are in the IWBF Internal Regulations - Section "F" Regulations Governing Player Classification.

## THE CLASS 1.0 PLAYER

### Volume of Action:



The class 1.0 player has no volume of action in either the forward, vertical or sideways plane, usually as a result of paralysis of the trunk and leg muscles.

The class 1.0 player:

- 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:

As the class 1.0 player has no active pelvic stability, the wheelchair is usually significantly tilted to the rear to maximize passive pelvic stability (see diagram 5 on page 10).

- Knees are higher than hips, usually strapped together and to the wheelchair, feet 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 use an abdominal belt to secure trunk to wheelchair.

### ***Characteristics of Activity:***

The class 1.0 player 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 class 1.0 player relies on his backrest for balance. He generally pushes in an upright position.

- The head and shoulders 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 to return to the upright position.

#### ***Braking / Turning:***

When stopping quickly or turning hard the class 1.0 player shows difficulty maintaining his trunk upright and will attempt to counterbalance by leaning head and shoulders hard back into the backrest.

- When pivoting, will often place free hand on one knee for support.

#### ***Dribbling:***

The class 1.0 player dribbles the ball usually to the side and near the trunk, taking effort to maintain balance while dribbling and pushing simultaneously.

#### ***Passing / Catching:***

The class 1.0 player usually relies on the wheelchair for support when passing the ball:

- Forceful two handed pass forward; 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 limits the ability to generate power in the pass.
- Cannot rotate to receive a pass from behind unless stabilized with one hand.

#### ***Shooting / Rebounding:***

The class 1.0 player leans back into the backrest to balance when shooting.

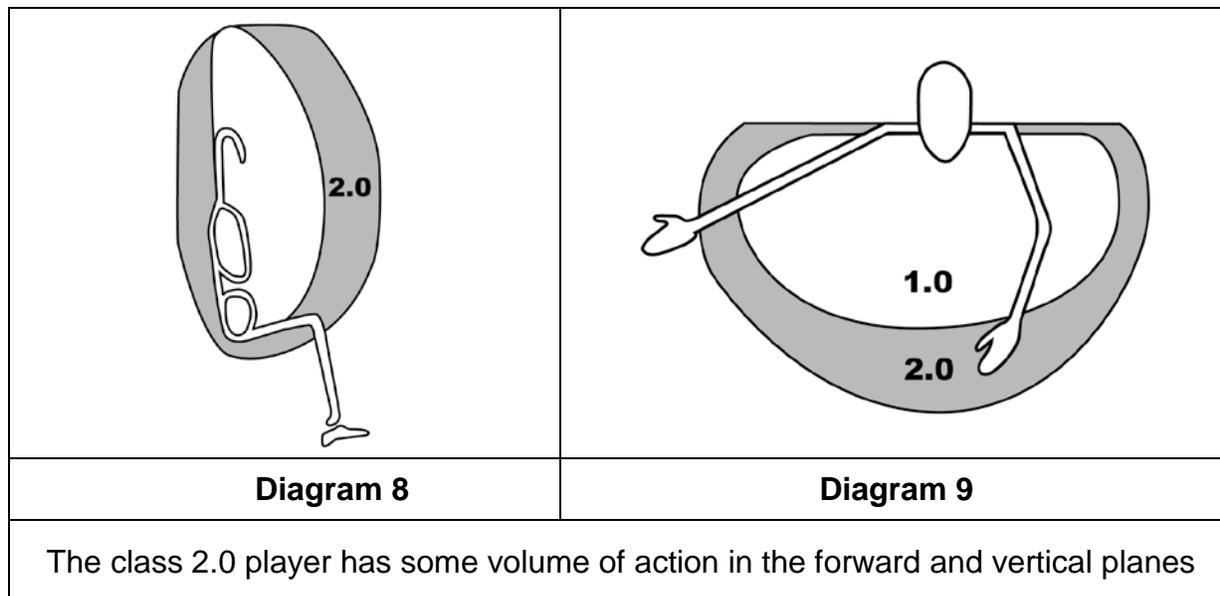
- Tends to shoot two handed, but may have single arm shooting action.
- Often overbalances during follow through requiring arm support to remain upright.
- Almost always rebounds overhead with one hand; the other is required to hold onto the wheelchair for balance.
- If reaching overhead with both hands, will only be directly above the head, and the smallest contact will cause the player to lose balance.

#### ***Contact:***

The class 1.0 player cannot preserve balance when chair contact is made or return to the upright position after leaning forward without the assistance of upper extremities.

## THE CLASS 2.0 PLAYER

### Volume of Action:



The class 2.0 player has partial volume of action in the vertical and forward planes, but no volume in the sideways plane, usually resulting from paralysis of the lower trunk and leg muscles.

The class 2.0 player:

- 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 45 degrees and return to the upright position.
- Cannot raise the trunk from resting fully forward on the thighs without using at least one arm unless sitting with the knees significantly higher than the hips.
- Needs one and sometimes two hands to return to the upright position when off balance to the side.

Note: It is important to know that with good wheelchair installation, the class 2.0 player may give the appearance of having significant lower trunk function.

**Wheelchair Installation:** (see diagram 5 on page 10)

Similar to the class 1.0 player, the class 2.0 player relies on passive pelvic stability:

- The wheelchair is usually significantly tilted to the rear.
- 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 above top of pelvis and often to lower border of ribs, often with upholstery loosened to allow trunk to sit into backrest for support.

## ***Characteristics of Activity:***

### ***Pushing:***

When pushing, the class 2.0 player is able to lean forward to gain momentum and increase pushing power, but the lower trunk is not actively used in the pushing action.

- The head and shoulders will often be held in a static position to compensate for the lack of lower trunk movement.
- With strong pushing action is able to use the upper trunk significantly, but will usually exhibit loss of stability at waist level.
- Will often 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 class 2.0 player is able to brace the trunk to avoid losing balance

- Can lean slightly towards the direction of the pivot.
- May remain in a forward leaning position in hard braking situations, but does not release the hands until the trunk is upright.

### ***Dribbling:***

The class 2.0 player usually dribbles the ball at the level of the front castors, near the wheelchair.

- Ability to dribble in front of the wheelchair is possible if supported by high position of knees.
- Often has an initial loss of stability at the start of the dribble when attempting maximum speed take-off.

### ***Passing / Catching:***

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

- Forceful two handed pass forwards is performed with little loss of stability. Does not use the lower trunk to gain power. Tends to remain leaning onto the backrest for best results.
- Forceful one handed pass is usually performed with the opposite hand on the wheelchair or leg to gain leverage and maintain upright position.
- Able to rotate the upper trunk to receive a pass from behind when stabilized by the backrest.

### ***Shooting / Rebounding:***

The class 2.0 player is able to lean forward slightly for shooting, but more often remains on the backrest, particularly for longer range shots.

- Can rotate the upper trunk towards the direction of the shot if supported by the backrest.
- Is more comfortable rebounding with one hand overhead, using the free hand for support on the wheelchair, but has the ability to use both hands. If reaching overhead with both hands, has moderate loss of stability which is significant with contact.

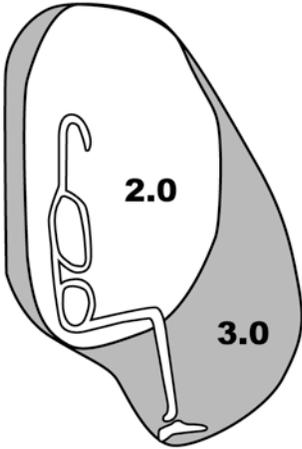
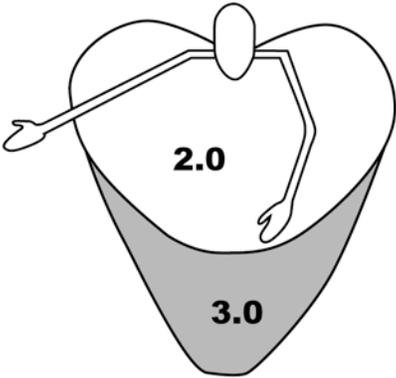
### ***Contact:***

The class 2.0 player cannot preserve balance when forceful wheelchair contact is made, especially when in the act of shooting or rebounding.

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

## THE CLASS 3.0 PLAYER

### Volume of Action:

	
<b>Diagram 10</b>	<b>Diagram 11</b>
The class 3.0 player has full volume of action in the forward and vertical planes, but virtually no volume of action in the sideways plane	

The class 3.0 player has full volume of action in the forward and vertical planes, but little or no volume of action 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 without having to use head and/or shoulders to counterbalance.
- Is able to incline the trunk 90 degrees forwards through full flexion range, and return to the upright position without use of the upper limbs for support.
- When leaning to either side requires at least one arm to return to the upright position.

### **Wheelchair Installation:** (see diagram 4 on page 10)

As the class 3.0 player has active pelvic stability, the wheelchair is usually tilted only slightly to the rear to maximize 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 often 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.

## ***Characteristics of Activity:***

### ***Pushing:***

When pushing the wheelchair the class 3.0 player is able to lean forward into the pushing action using the trunk to gain maximum momentum and increase pushing power.

- The head, shoulders and trunk move forward and back as a single unit throughout the pushing action. There is no loss of stability in the motion.

### ***Braking / Turning:***

When stopping quickly or turning hard the class 3.0 player is able to:

- Actively use the trunk to avoid losing balance.
- Lean into the pivot.
- Stabilize easily in hard braking situations.
- Recover upright position quickly if leaning forward.

### ***Dribbling:***

The class 3.0 player dribbles the ball in front or at the side, and is able to:

- Dribble from one side to the other without losing balance or control of the pushing motion.
- Dribble in front of the wheelchair without needing the free hand for support.
- Take off and start the dribble reaching maximum speed without loss of stability.

### ***Passing / Catching:***

The class 3.0 player is able to pass the ball without support from the wheelchair.

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

### ***Shooting / Rebounding:***

The class 3.0 player is able to lean forward strongly for shooting.

- Can rotate the trunk towards the direction of the shot unsupported by the backrest.
- Comfortable rebounding overhead with both hands.

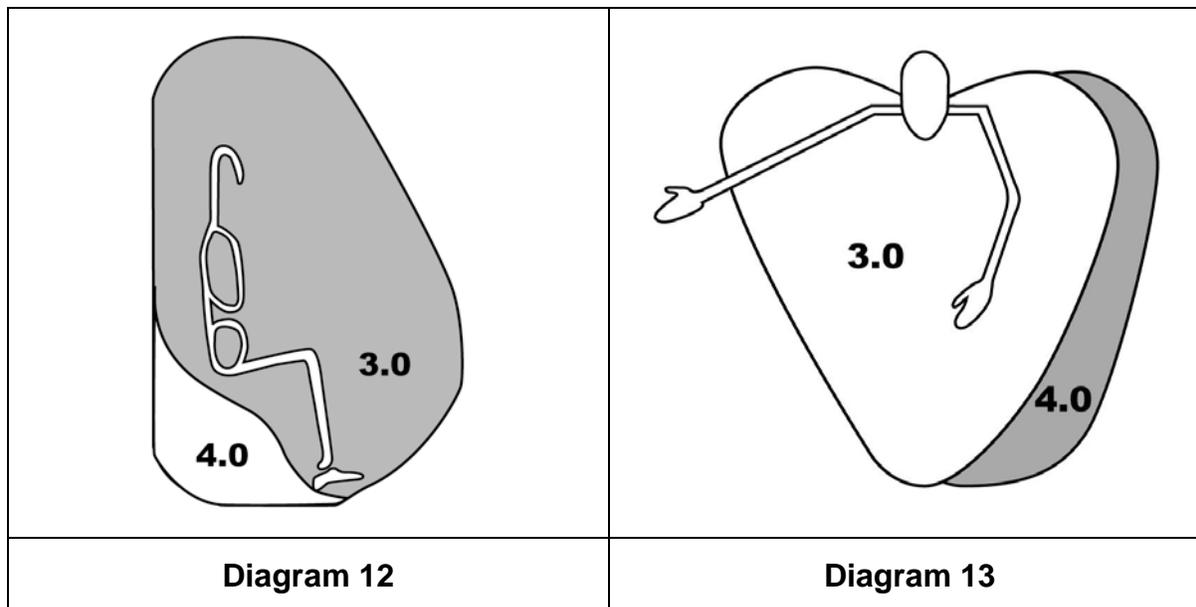
### ***Contact:***

The class 3.0 player preserves balance when wheelchair contact is made, especially from the front when in the act of shooting or rebounding.

- May lose stability if contact from the front is forceful.
- Will lose stability if contact is from the side.
- Is able to return to upright sitting quickly without the use of upper limbs unless unbalanced in the sideways plane.

## THE CLASS 4.0 PLAYER

### Volume of Action:



The class 4.0 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 it 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.

**Wheelchair Installation:** (see diagram 4 on page 10)

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

- Backrest is low, and is not required for stability.
- Will have thighs secured to chair to maximize sideways strength.

### ***Characteristics of Activity:***

#### ***Pushing / Turning / Braking:***

Like the class 3.0 player, the class 4.0 player is able to use the trunk to lean into the pushing, turning 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 class 4.0 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 class 4.0 player is able to pass single or double handed without requiring support from the wheelchair.

- Forceful two handed passing forward is performed with no loss of stability. Forward motion of the trunk is used to gain maximum power and momentum in the throw.
- Forceful one handed passing is performed using the free hand held up in front like a javelin throw. Trunk rotation and/or forward motion is used to gain leverage and power.
- Able to rotate to receive a pass from behind without requiring support from the back of the wheelchair.
- Can receive a 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 this on the weak side.

#### ***Shooting / Rebounding:***

The class 4.0 player is able to lean forward strongly for shooting, particularly for longer range shots.

- Can rotate the trunk towards the direction of the shot unsupported by the wheelchair backrest
- 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 affected by contact.

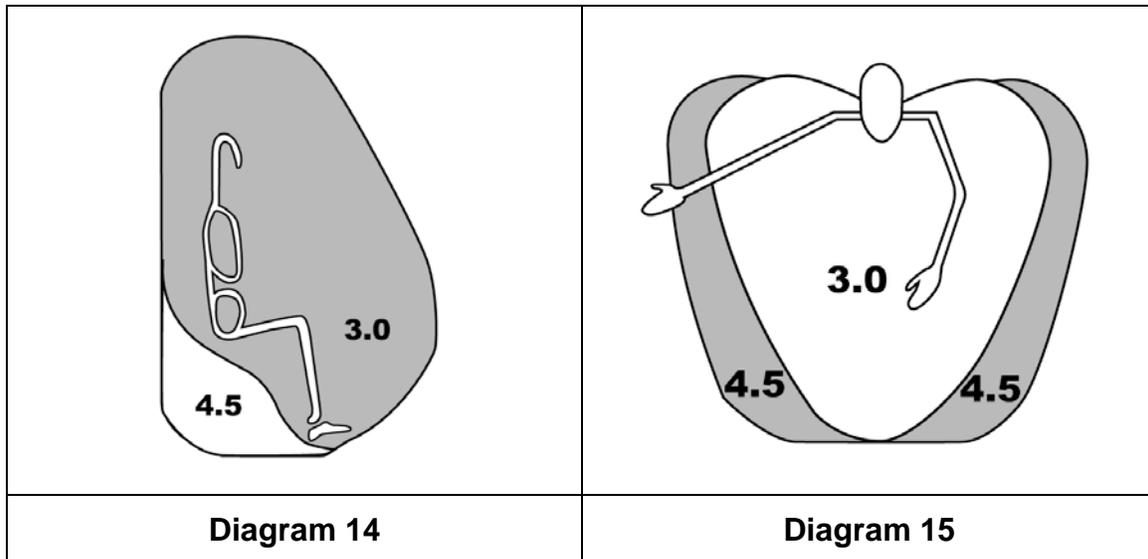
#### ***Contact:***

The class 4.0 player maintains balance when forceful wheelchair contact is made especially from the front when in the act of shooting and/or rebounding.

- May lose balance if contact occurs on the weak side and is forceful.
- Is able to return to the upright quickly without the use of upper limbs.

## **THE CLASS 4.5 PLAYER**

### **Volume of Action:**



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

### **Characteristics of Activity:**

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

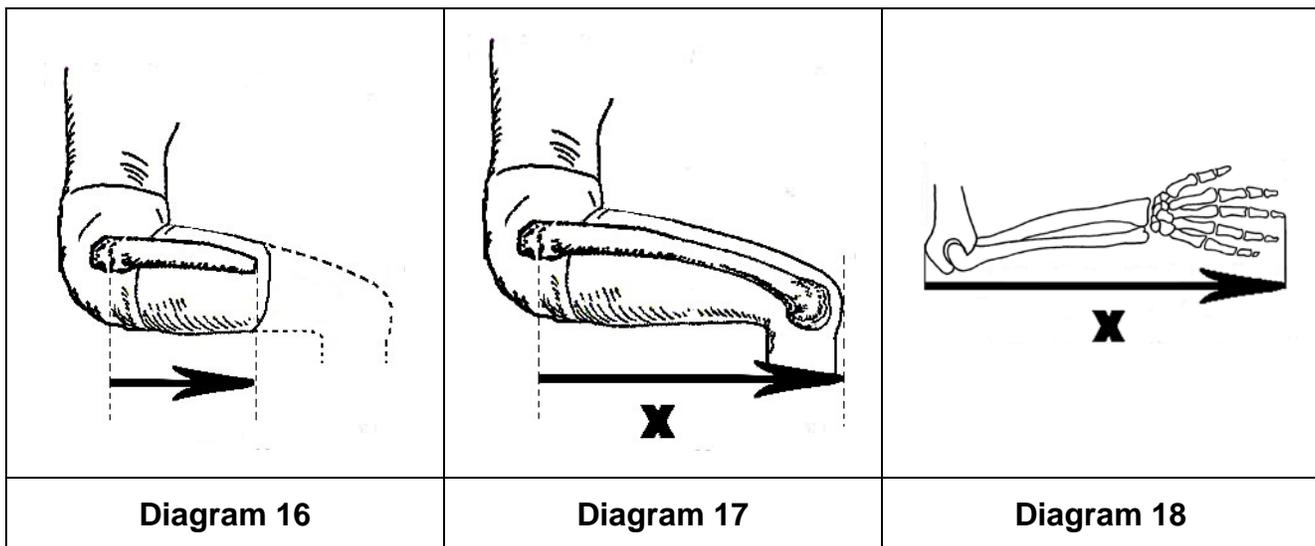
## THE PLAYER WITH LOWER LIMB AMPUTATIONS

Players with lower limb amputations are generally classified by definition. The definitions are based on how decreased stump length leads to decreased volume of action.

It is important to note that these definitions should be used as a guide only. Other factors may need to be considered in the evaluation of a player with lower limb amputations: decreased stump function, joint restrictions etc.

Only above knee amputees need to be measured. Stump length is established in the following manner:

1. The athlete's above knee stump is measured from the greater trochanter to the bony end of the stump (Diagram 16).
2. This length is next compared to "X":
  - If the athlete is a single above knee amputee, "X" is obtained by measuring the length of the athlete's unaffected thigh from the greater trochanter to the knee (Diagram 17).
  - If the athlete is a bilateral above knee amputee "X" is obtained by measuring the length of the athlete's forearm from the back of the elbow to the tip of the longest finger (Diagram 18).



- If the above knee stump is longer than 2/3 of "X" it offers sufficient leverage to lean to the side and return to upright without upper extremity assist. In isolation such an amputation does not lead to a reduction in volume of action.
- If the above knee stump is 2/3 or less than "X" it does not provide the athlete with sufficient leverage to lean to the side and return to upright without upper extremity assist and in this situation a loss of volume of action is identified.
- Varying other types of amputations lead to decreased volume of action.
- The table on the following page lists the classes generally attributed to players with various levels of lower limb amputations.
- In the table, "AK" refers to "Above Knee" and "BK" refers to "Below Knee".



Class 4.5				
Single BK	Single AK > 2/3	Double BK with sockets	Double BK with stabilisation	One BK stabilised One AK > 2/3
Class 4.0				
Single AK < 2/3 Including hip disarticulation	Double BK not stabilised	Double AK both > 2/3	One AK > 2/3 1 BK not stabilised	One AK < 2/3 1 BK stabilised
Class 3.5				
Hemipelvectomy	One AK < 2/3 One AK > 2/3	One AK < 2/3 1 BK not stabilised	1 hemipelvectomy One BK stabilised	
Class 3.0				
Double AK both < 2/3	1 BK not stabilised 1 hemipelvectomy	One AK > 2/3 1 hemipelvectomy		
May be less than class 3.0				
Double AK < 1/3	One AK < 2/3 1 hemipelvectomy	Double hip disarticulation		

## ***THE PLAYER WITH UPPER LIMB IMPAIRMENT***

In recent years there has been a significant increase in the number of wheelchair basketball players who present with significant impairment of the upper limbs.

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 individual 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 impairment of the upper limbs is not eligible to be classified under IWBF regulations.

To classify the player with upper limb impairment, it is necessary that the classifiers first place the player into a class according to their lower limb and trunk function. That is, the player is classified disregarding their upper limb impairment.

This provides a consistent starting point for all players.

The classifiers must then take into account the severity and significance of the upper limb impairment when the player is in a game situation. Important factors to consider are how the upper limb impairment affects volume of action, pushing, braking, pivoting, dribbling, passing and catching, shooting and rebounding.

The classifier must then decide the degree of functional disadvantage the upper limb impairment creates for the player, when compared to other players in his trunk class. The classifier must consider how the player with upper limb impairment would be able to compete in a "one on one" situation, taking into account all offensive and defensive aspects of the game.

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

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



## ***INFLUENCE OF CHAIR INSTALLATION ON PLAYER CLASSIFICATION:***

The Classification Commission would like to recommend to all classifiers the following philosophy regarding chair installation:

- a) Players should be encouraged to experiment with their chair installation to optimize their playing capacity.
- b) They should not be penalized for adopting an optimal sitting position nor should they be rewarded for adopting a sitting position that does not support their needs.
- c) When observing a player not using an optimal playing position, the classifier must attempt to foresee how the player would be able to carry out the various basketball skills if his/her chair better supported his needs.

## **CONCLUSION**

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

IWBF conducts courses where classification candidates can obtain their certification and improve their understanding of the system through the use of official resource material, practical experience using a wheelchair, directed observation and working with experienced classifiers and players.

Classification is an important part of the game of wheelchair basketball, but it does not rule the game. Classification, while being strict and adhering to the rules and regulations, must be discreet and always respectful of 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 have already 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.



## APPENDIX 1

### IWBF CODE OF ETHICS

1. I hereby confirm that I agree to be governed by the Constitution and the Internal Regulations of the IWBF.
2. I am familiar with the Official Rule Book, the Official Player Classification Manual and the penalties in force for the official competitions of IWBF. I agree that:
  - a. I will abide by these Rules and Regulations;
  - b. I will accept the authority of IWBF in matters relating to the competitions of IWBF.
3. I will always endeavour to:
  - a. Respect all players, coaches, classifiers, referees, IWBF volunteers and spectators.
  - b. Act in a manner that will bring respect to the sport of wheelchair basketball.
  - c. Respect the need for confidentiality when dealing with personal matters about individuals.
  - d. Carry out my duties on behalf of IWBF with complete impartiality.
4. I agree to assist the IWBF in their fight against:
  - a. The illegal use of drugs in sport;
  - b. All types of sexual harassment;
  - c. All forms of political, religious or nationalistic bias.
5. I agree that any dispute arising between myself and IWBF which cannot be settled amicably and which remains once procedures provided for in the IWBF Internal 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.



**APPENDIX 2**

**Team Registration List**

NOWB:

UNIFORM COLORS: **Home:** Shirt

Pants/shorts

**Away:** Shirt

Pants/shorts

#	PLAYER ( <u>FAMILY NAME</u> , given name)	PROPOSED CLASS	BIRTH DATE DD/MM/YY	IWBF ID # where available	M/F
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
TEAM STAFF LIST			RESPONSIBILITY WITH TEAM		
1			MANAGER		
2			COACH		
3					
4					
5					
6					
7					

A maximum of 7 staff may be entered on the team registration form. All staff must be accredited to sit at the bench area. Please indicate their responsibility with the team.



## APPENDIX 3

# IWBF PLAYER REGISTRATION FORM

I, as a member of a National Organisation of Wheelchair Basketball and a participant in the International Wheelchair Basketball Federation authorized or recognized event, hereby acknowledge and agree as follows:

1. I consent to the use by IWBF of photographs taken of me during IWBF competitions.
2. I certify that the information provided by me is correct.

\_\_\_\_\_  
(Print) Family (Last) Name

\_\_\_\_\_  
First Name

\_\_\_\_\_  
Date of Birth (Day/Month/Year)

\_\_\_\_\_  
Country of Birth

\_\_\_\_\_  
Current Nationality

\_\_\_\_\_  
Passport Number

\_\_\_\_\_  
Signature (or, if a minor, signature of legal guardian)

\_\_\_\_\_  
Date

## APPENDIX 4

### Application Procedures

The following procedures are described in the IWBF Internal Regulations - Section F Classification:

- Procedure for requesting eligibility under minimal disability criteria
- Procedure for requesting a review of the decision of the Minimal Disability Panel
- Procedure for requesting a review of a player's classification

For further information on these procedures please refer to the current Internal Regulations handbook available on the IWBF web site at [www.iwbf.org](http://www.iwbf.org)