

Pool Billiards - The Rules of Play

(Effective 1/1/08)

7. Rules/Regulations for Wheelchair Competition

7.1 Player's Eligibility

All players must have a mobility impaired disability requiring the use of a wheelchair such as paraplegia, quadriplegia, amputation or other recognized disability. In some cases, a doctor's letter may be required to determine eligibility.

7.2 Violations Resulting in Fouls

(a) The shooter must remain seated while playing a shot (at least one cheek on the seat or seat pad). If a seat pad is used, it must remain flat and cover the seat of the wheelchair evenly. The seat pad cannot be bunched up on the seat straddled by the shooter with the shooter's legs or stumps. The shooter may not sit on the wheel or armrest. The point where the shooter's buttocks rest on the seat or seat pad must not be higher than 27 in / 68.5 cm from the surface on which the wheelchair rolls in its normal operating position.

(b) Players must not have their foot/feet on the floor while playing a shot. Players must not use their legs or stumps as a leverage against any part of the table or the wheelchair while playing a shot.

(c) Players are permitted to use any help aids such as cue extensions, special bridges, etc. Players may not be assisted when actually shooting (however, another person may hold the bridge, but must not help with the stroke of the cue). If a player requires assistance to roll around the table, another person may help them, but must not be touching the wheelchair during the actual shot.

Violations of the above are considered to violate 6.16 Unsportsmanlike Conduct and will typically be penalized as follows: 1st offense, cue ball in hand for the opponent anywhere on the table; 2nd offense, loss of the current game; 3rd offense, loss of the match. The referee may choose a different penalty depending on the nature of the offense.

7.3 Wheelchair Requirements

No standing wheelchairs may be used in the standing position. A player's wheelchair should be clean and in good working order.