

BASKET FAUTEUIL

MECANIQUE A 2



Basket-Ball

www.francebasketfauteuil.org

- La mécanique Basket Fauteuil s'appuie sur les bases de la mécanique valide
- La mécanique est un outil pour être performant dans notre prise de décision
- D'où des adaptations par rapport à des phases de jeu spécifiques Basket Fauteuil

AK L'arbitre de queue

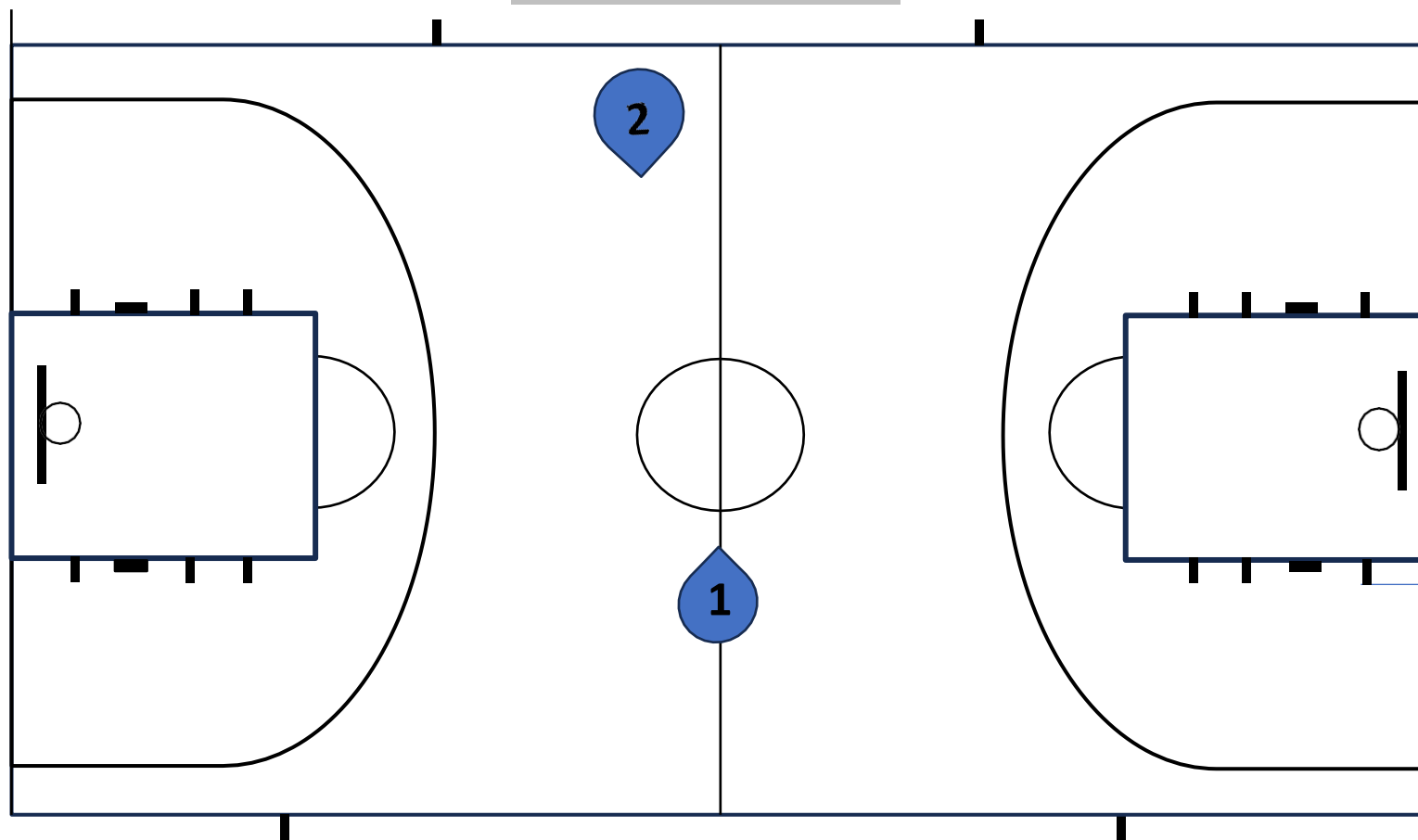
- Ne doit jamais laisser de joueurs adversaires seuls en zone arrière

« AT » L'arbitre de tête

- Doit parfois couvrir seul la zone avant en faisant des choix
- Les 2 arbitres doivent parfois initier des phases de jeu en « mécanique inversée »

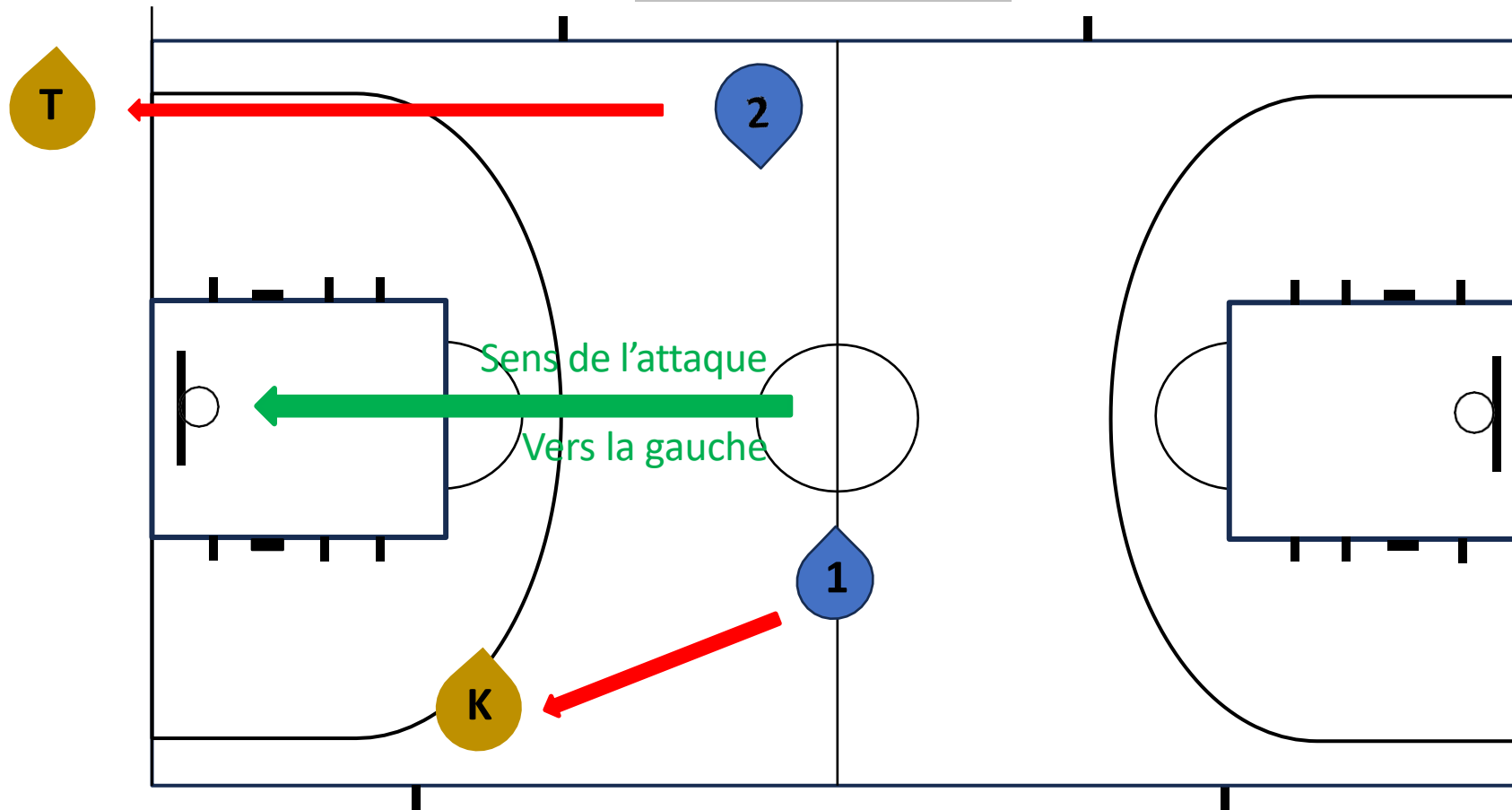
ENTRE-DEUX

TABLE DE MARQUE



AU DEBUT DE LA RENCONTRE

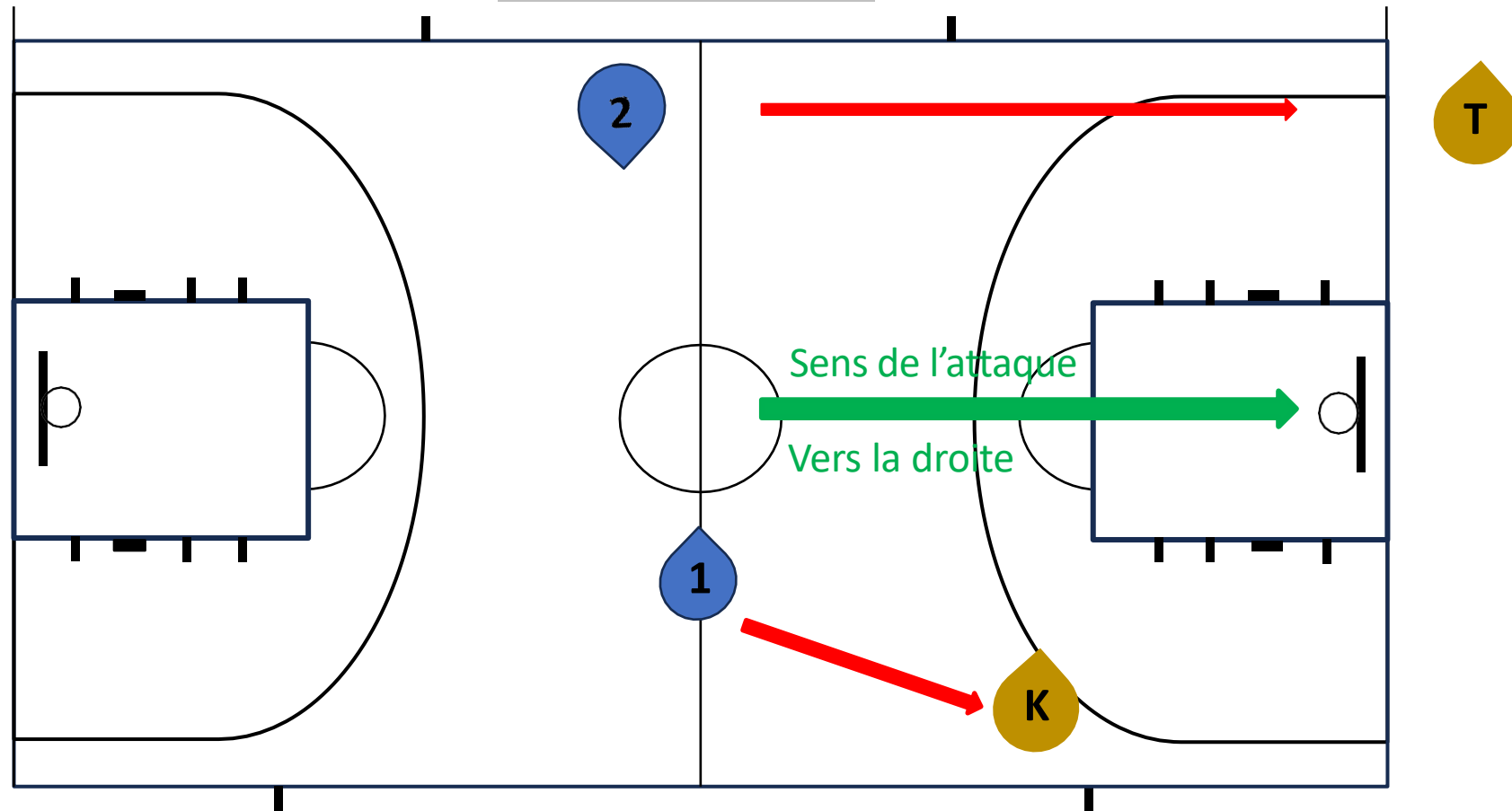
TABLE DE MARQUE



K Arbitre de Queue

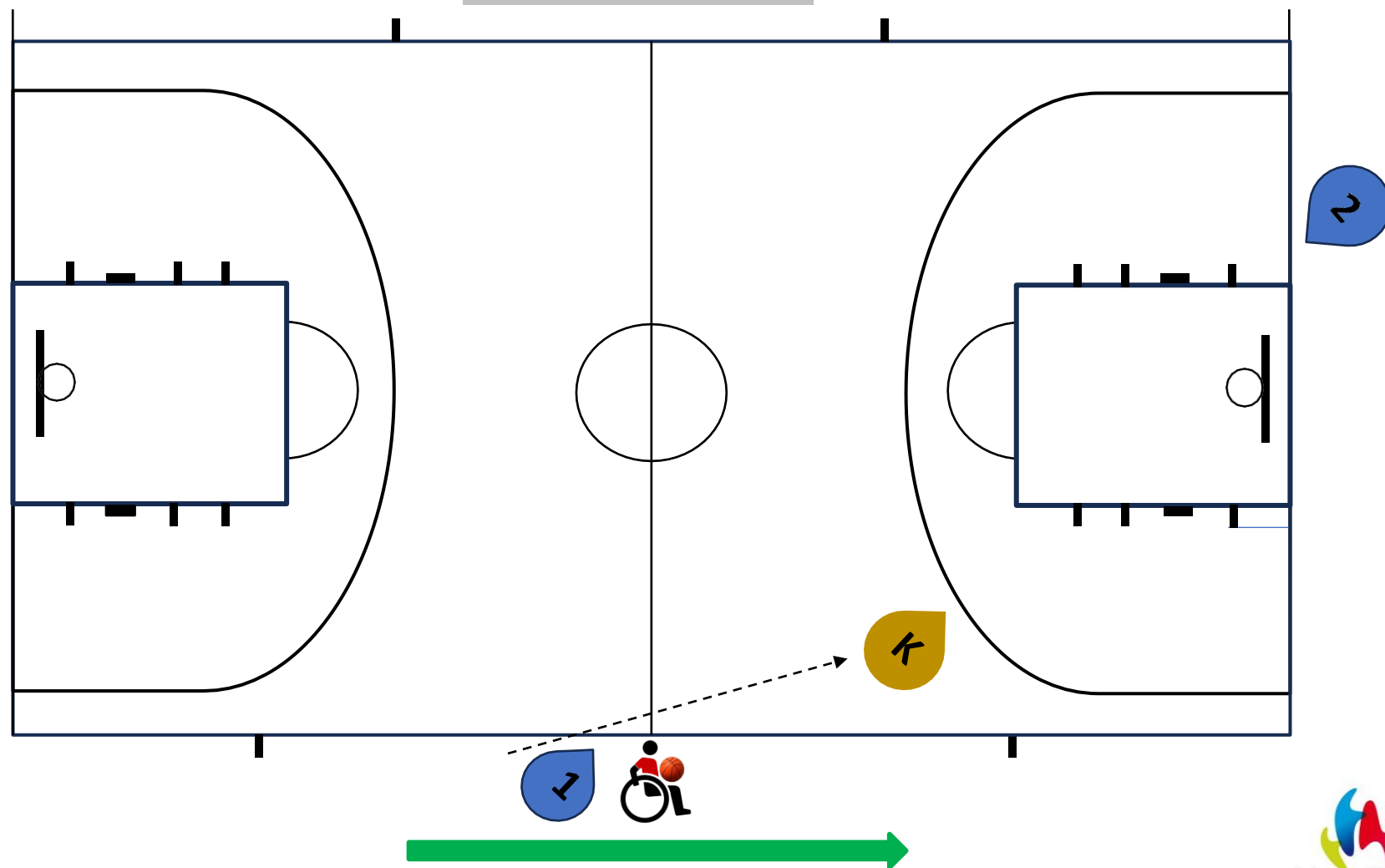
T Arbitre de Tête

TABLE DE MARQUE



QUARTS-TEMPS

TABLE DE MARQUE



ZONE DE RESPONSABILITE

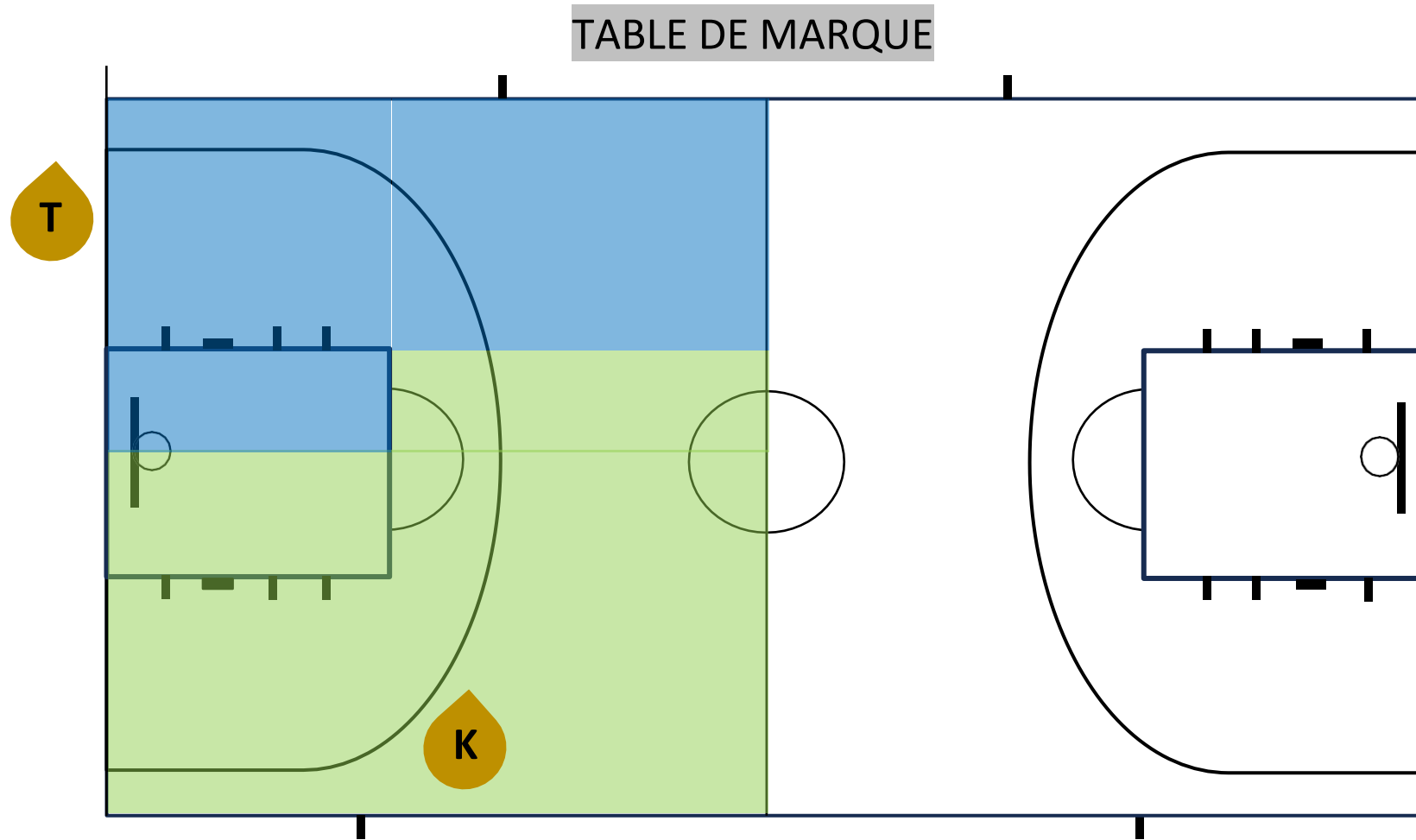


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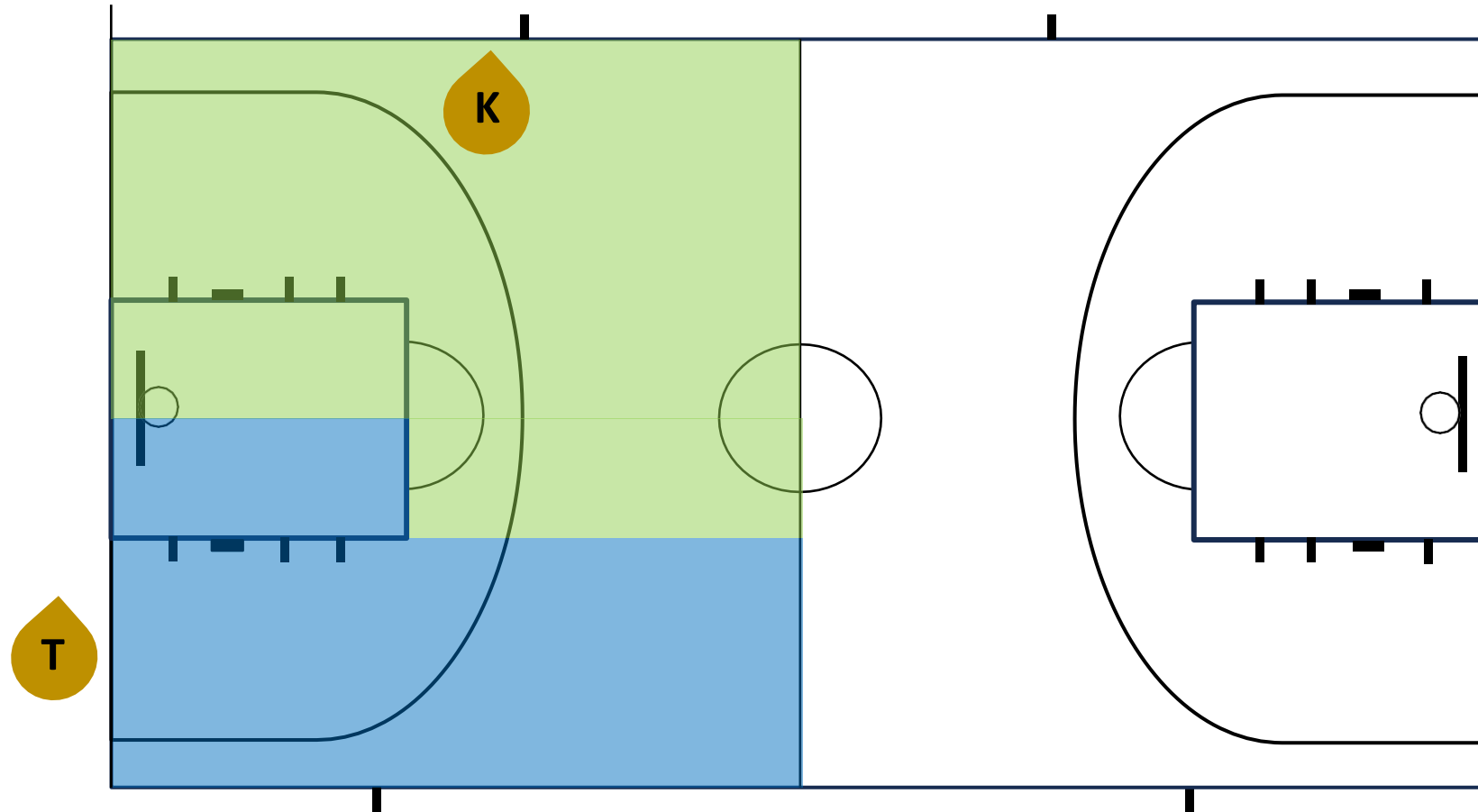
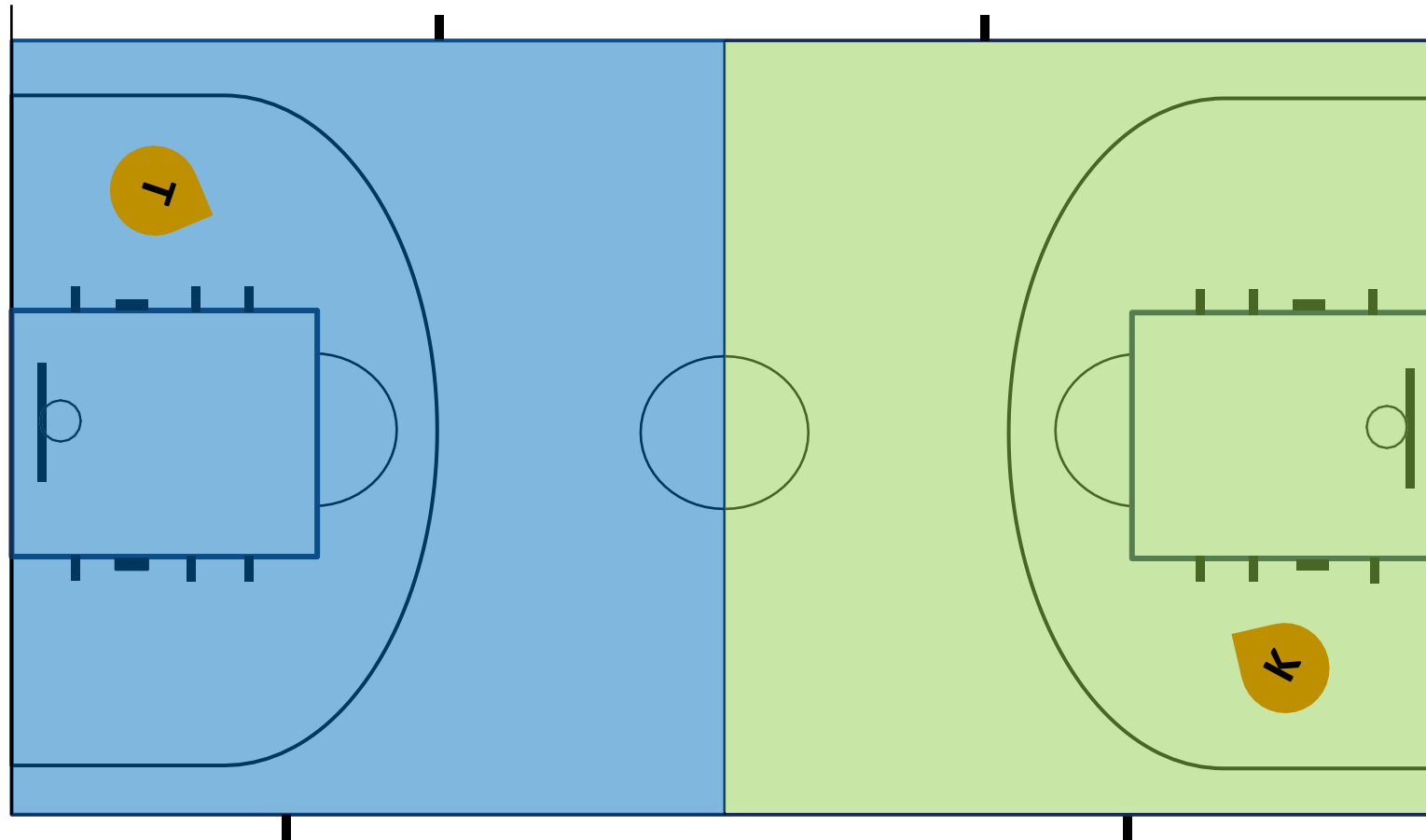


TABLE DE MARQUE



REMISE EN JEU

TABLE DE MARQUE

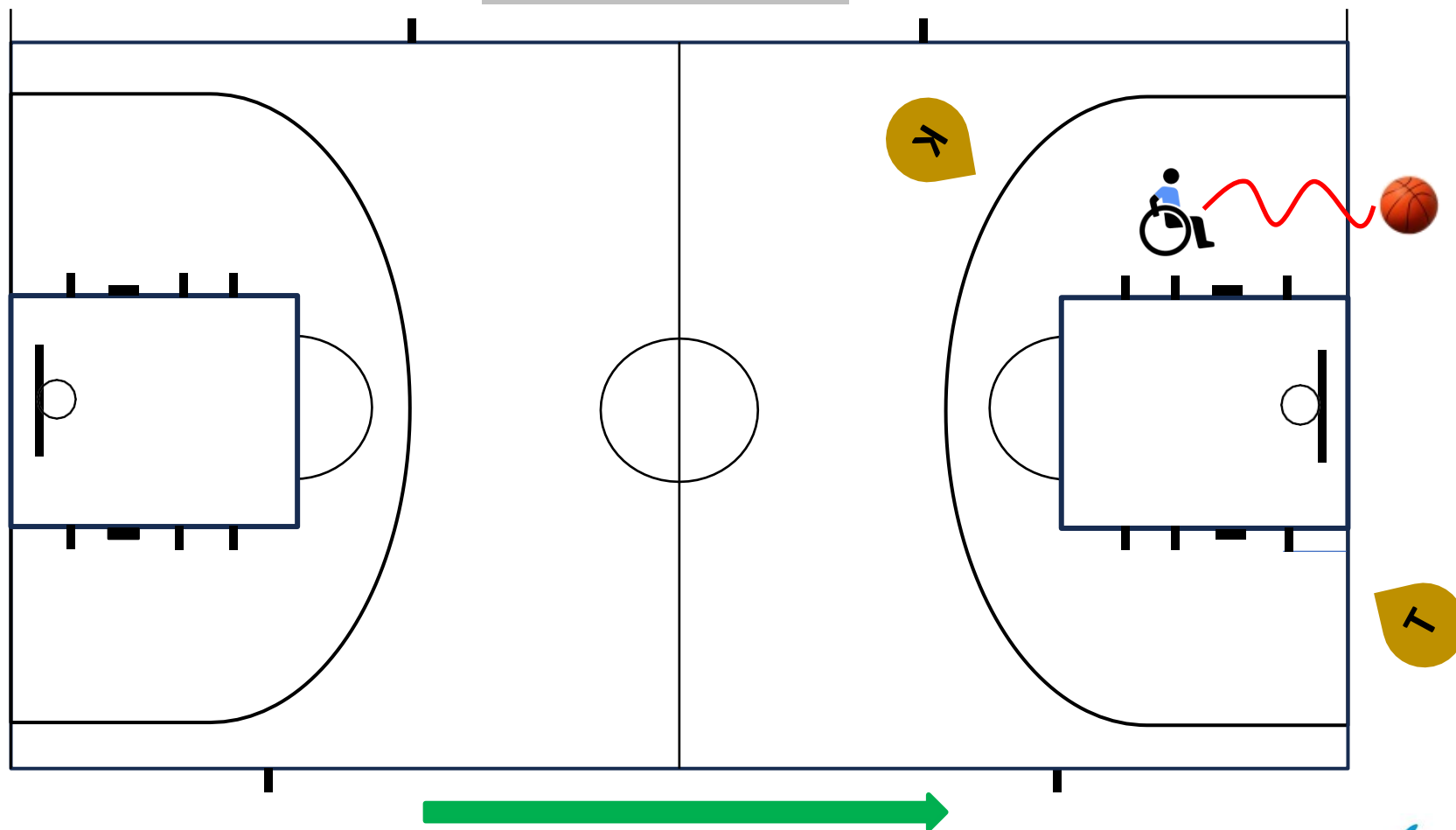


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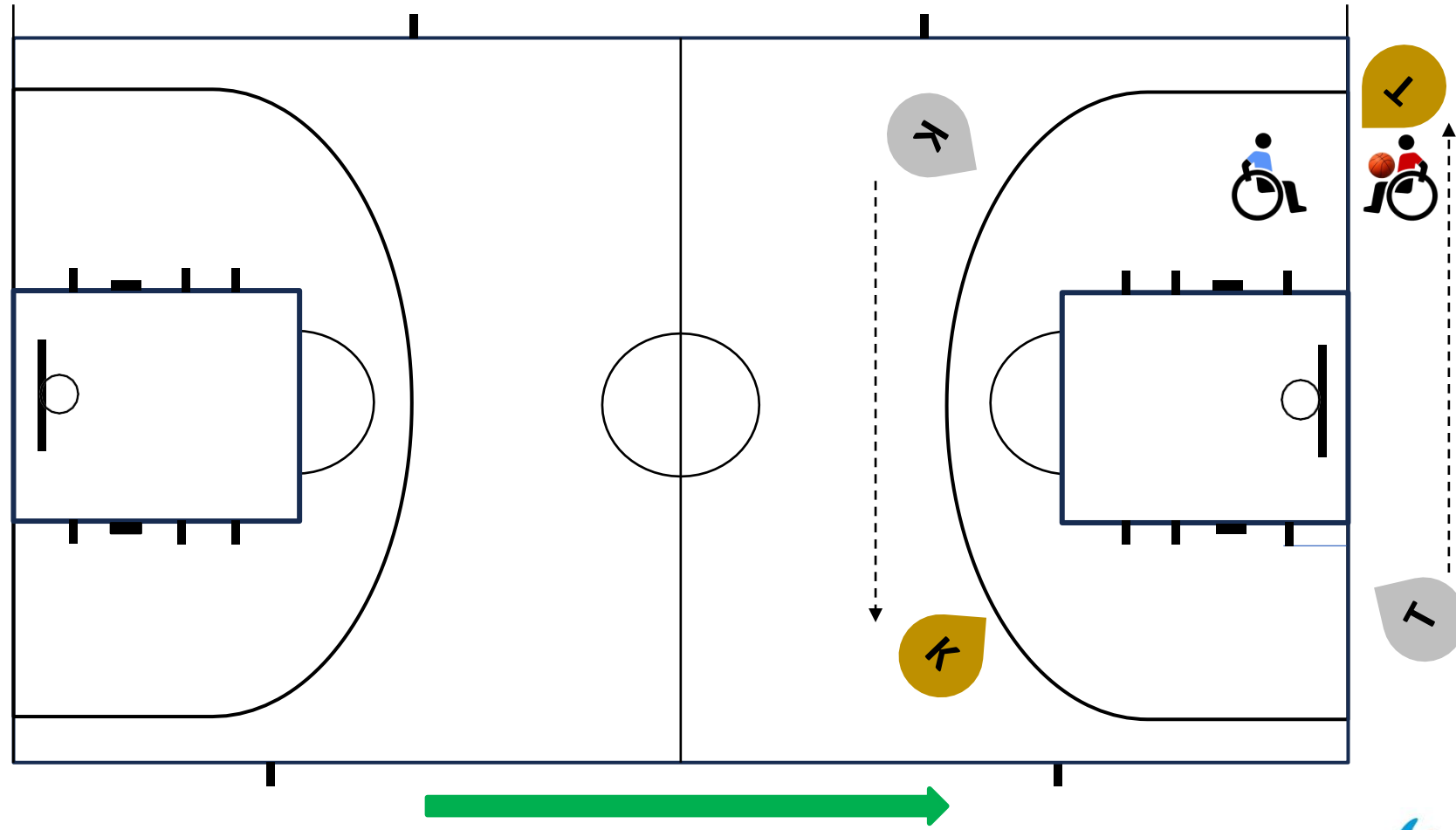


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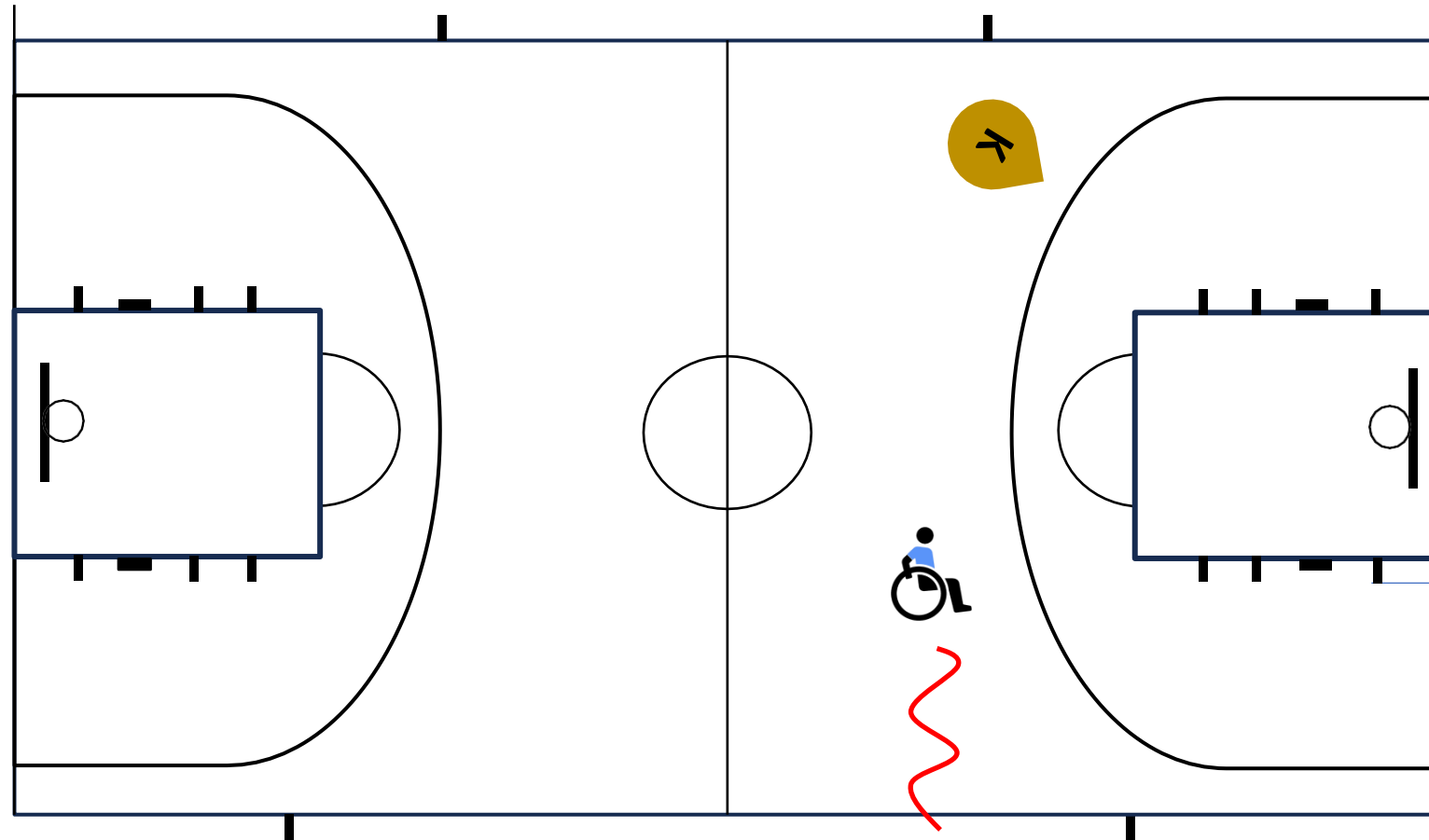
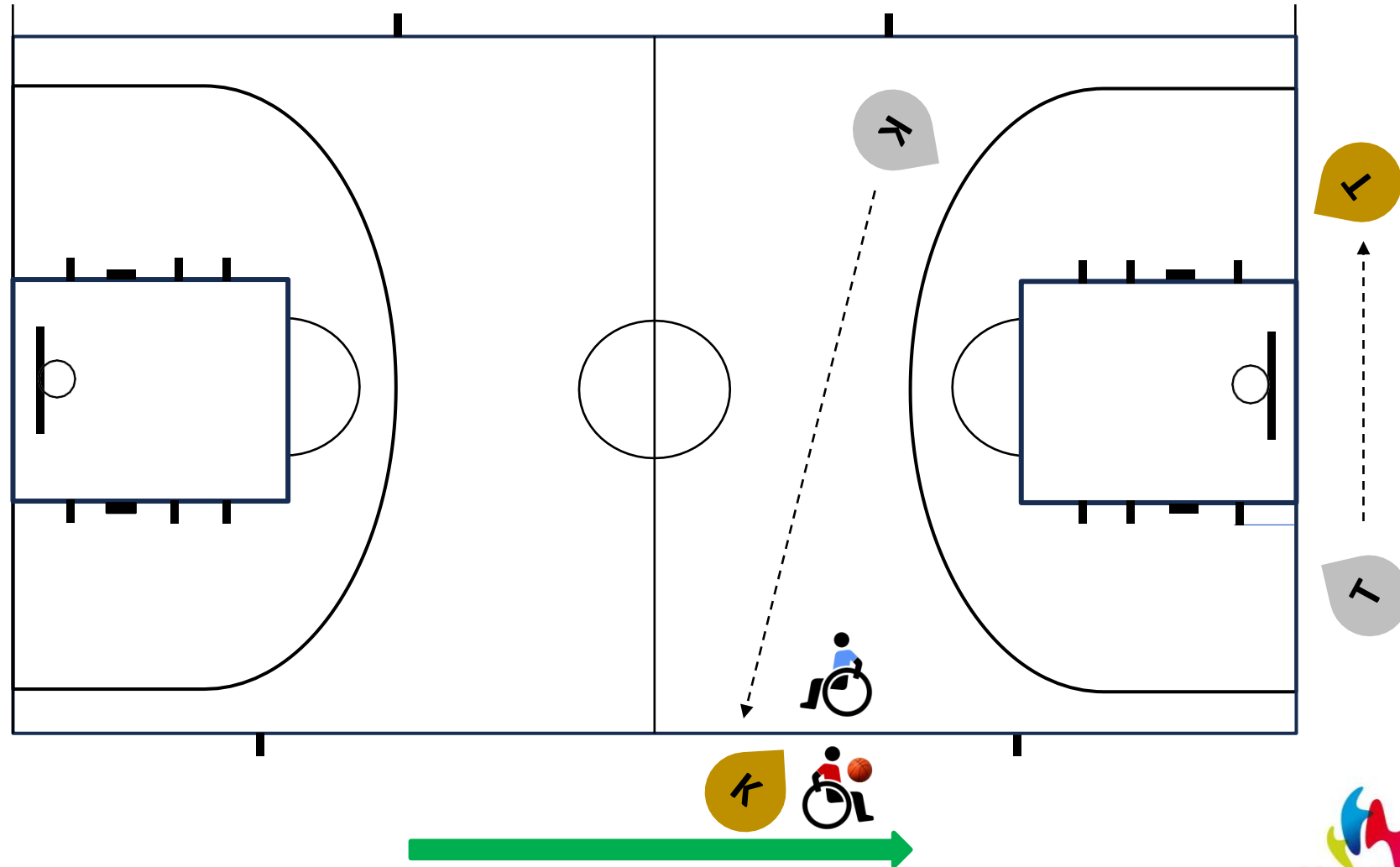
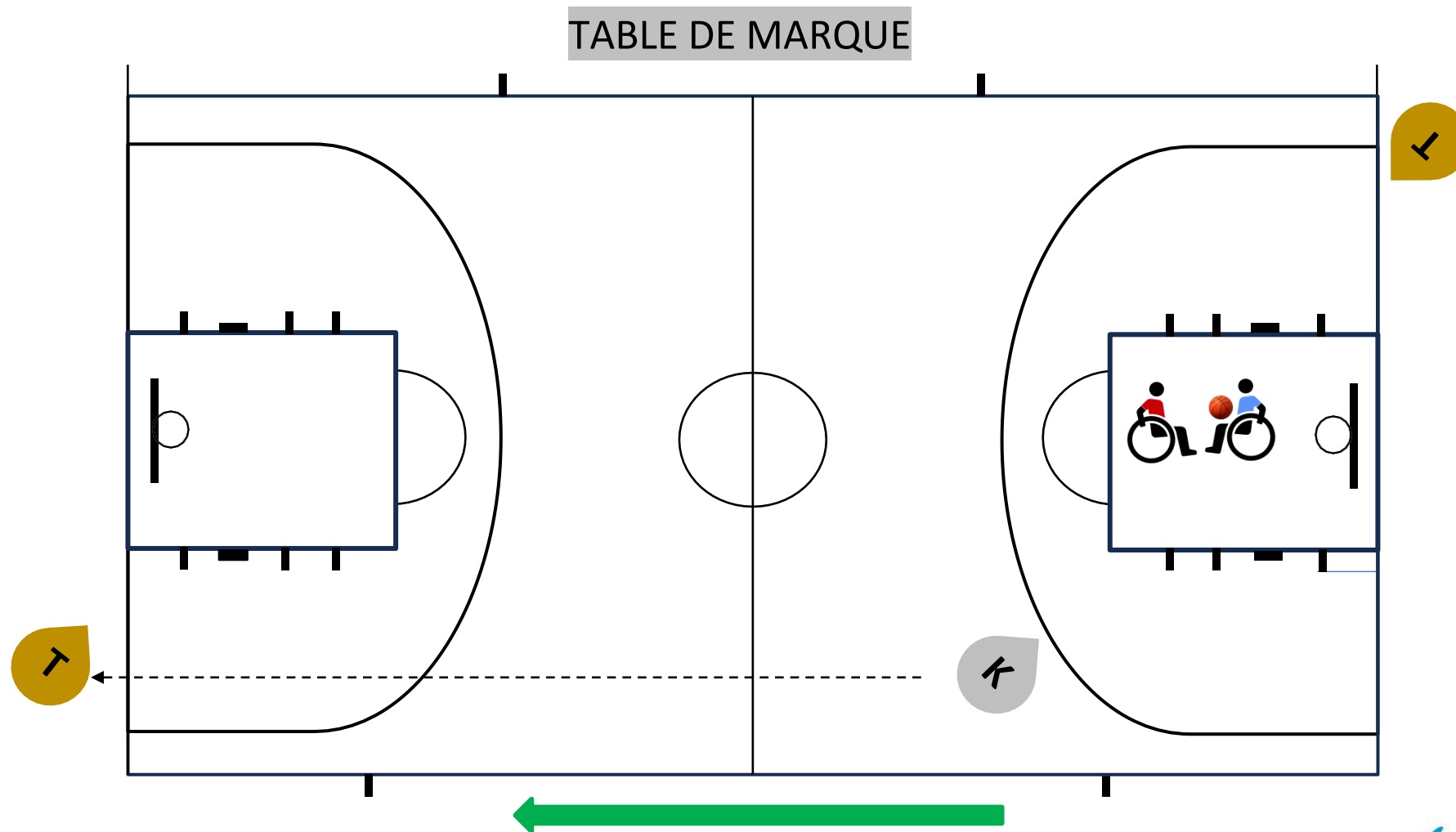


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TRANSITION MECANIQUE INVERSE

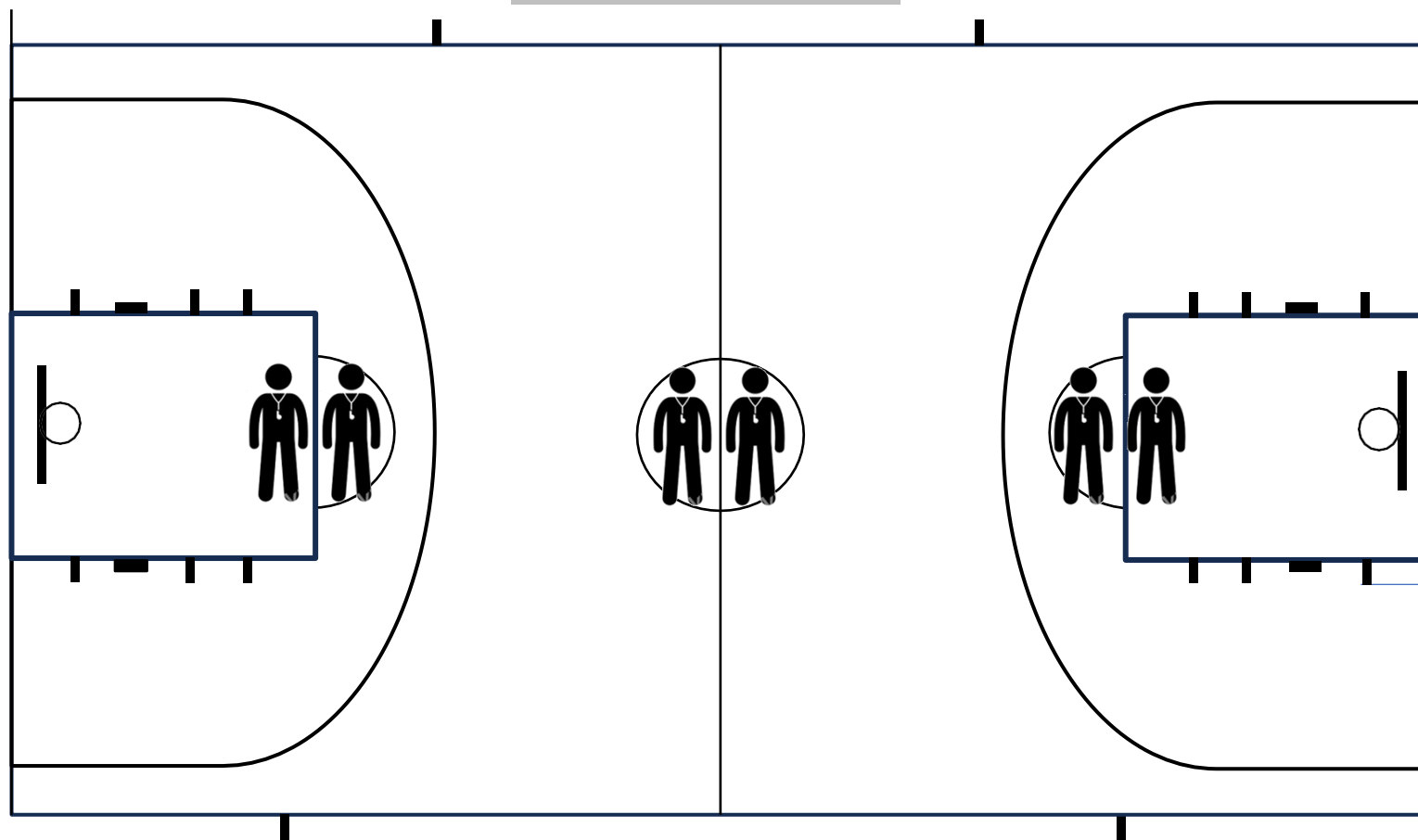


The diagram illustrates a basketball court layout for wheelchair players. Two players, one in a red shirt and one in a blue shirt, are positioned near the left basket. A yellow callout bubble with a left-pointing arrow is located near the left basket. A grey callout bubble with a right-pointing arrow is located near the right basket. A dashed line with a left-pointing arrow originates from the right side of the court and points towards the left basket.



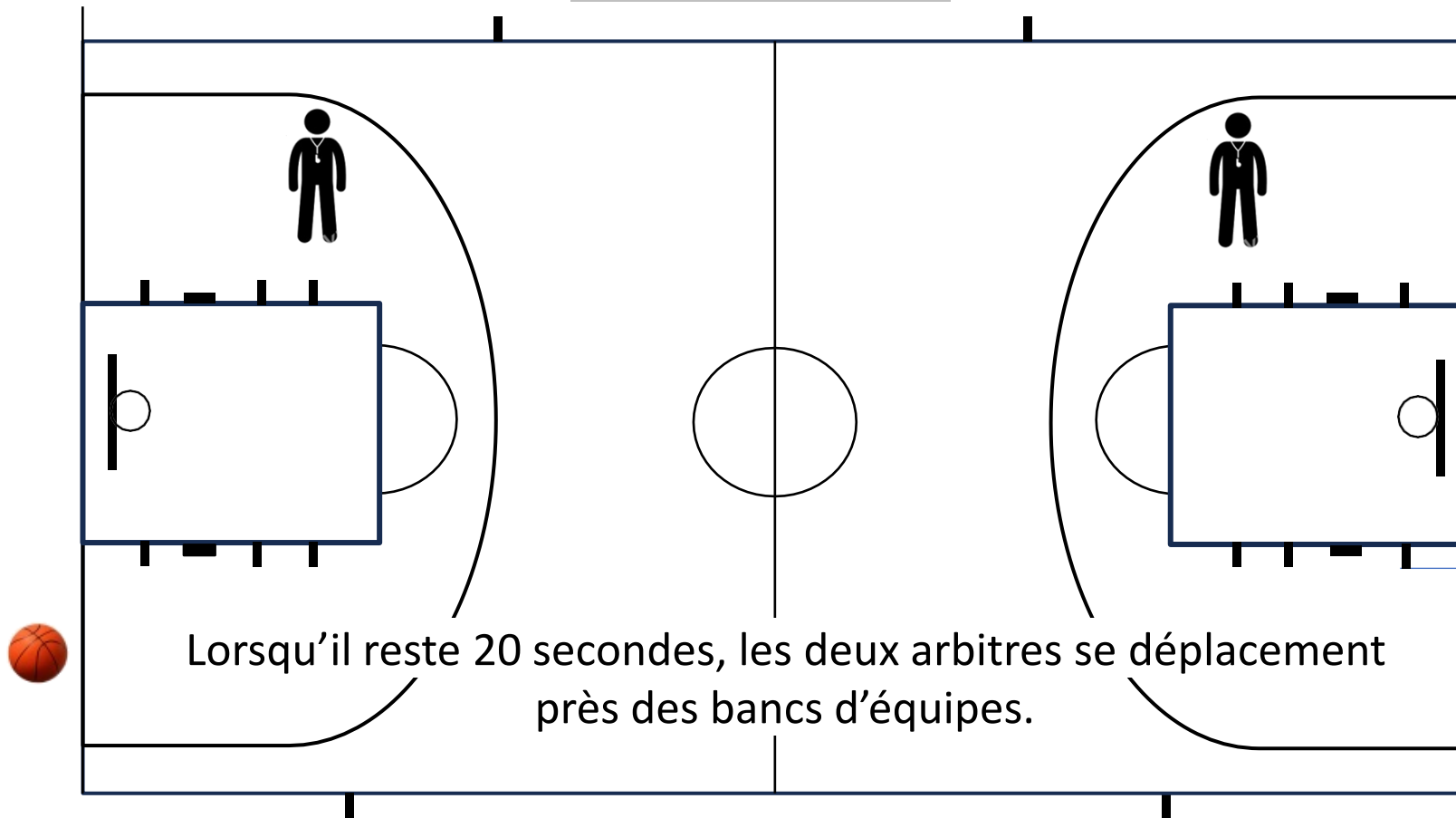
TEMPS MORT

TABLE DE MARQUE



POSITION STANDART PENDANT LE TEMPS MORT

TABLE DE MARQUE



LANCER FRANC

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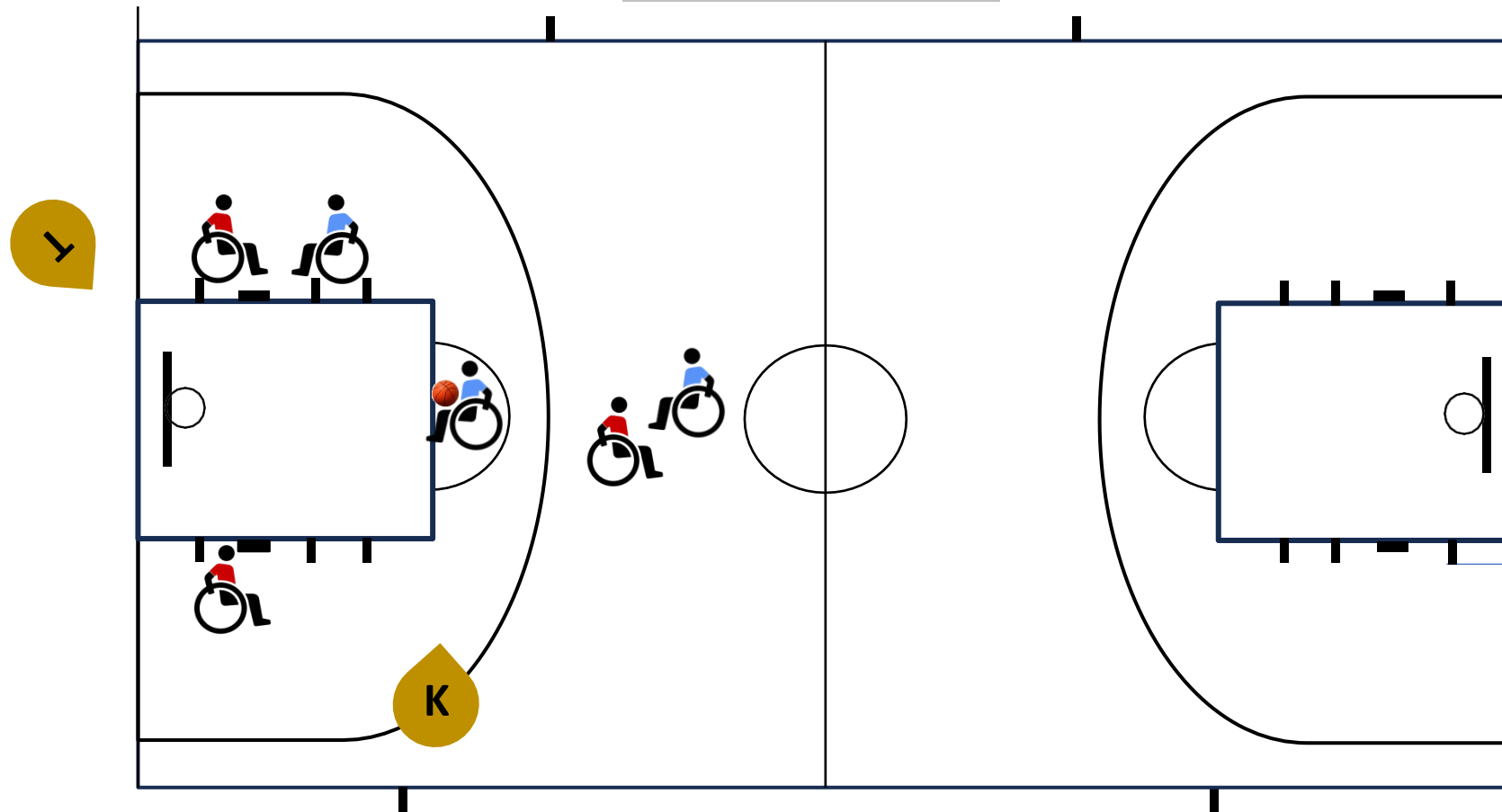
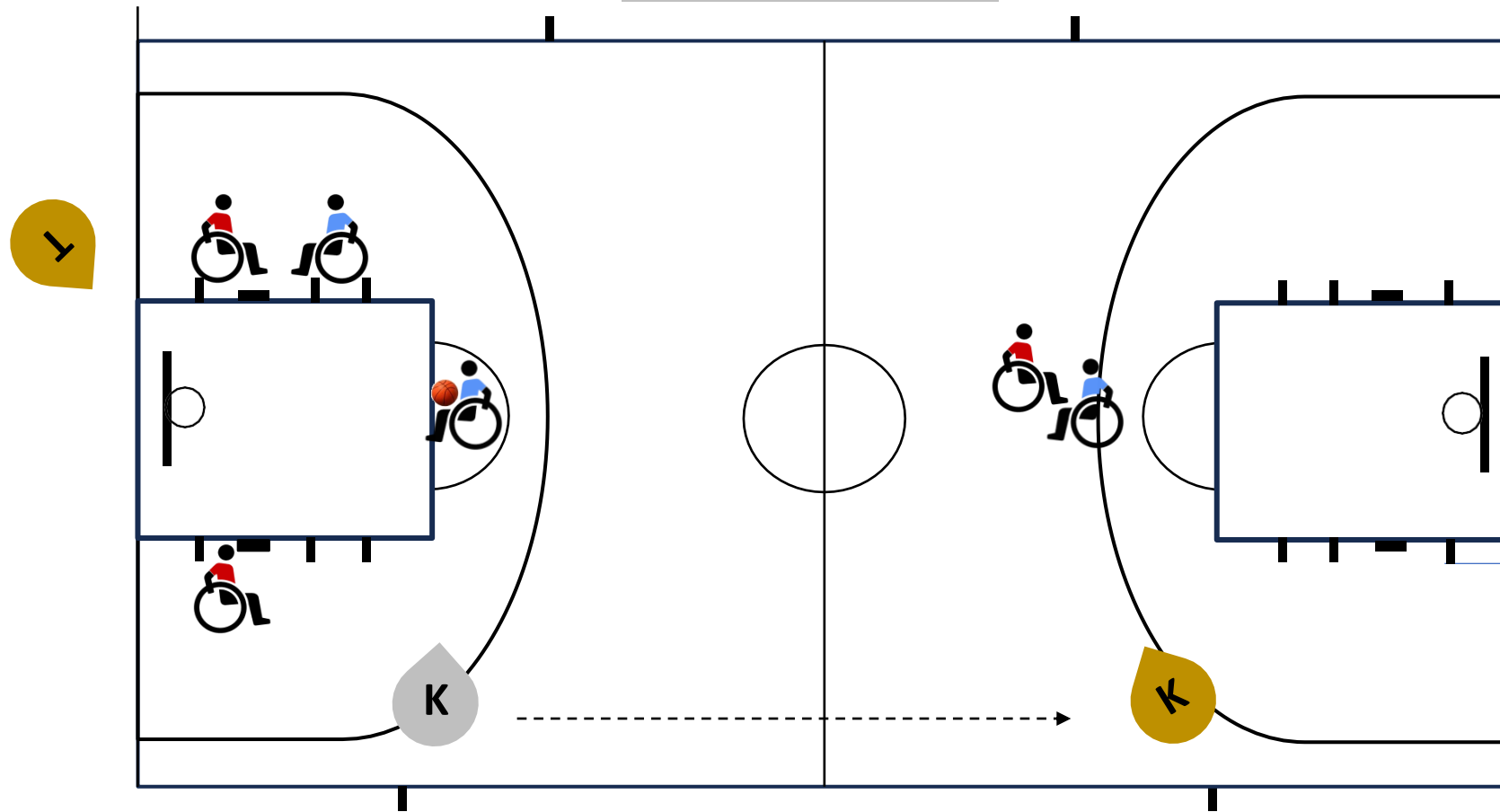


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PLACEMENT

TABLE DE MARQUE

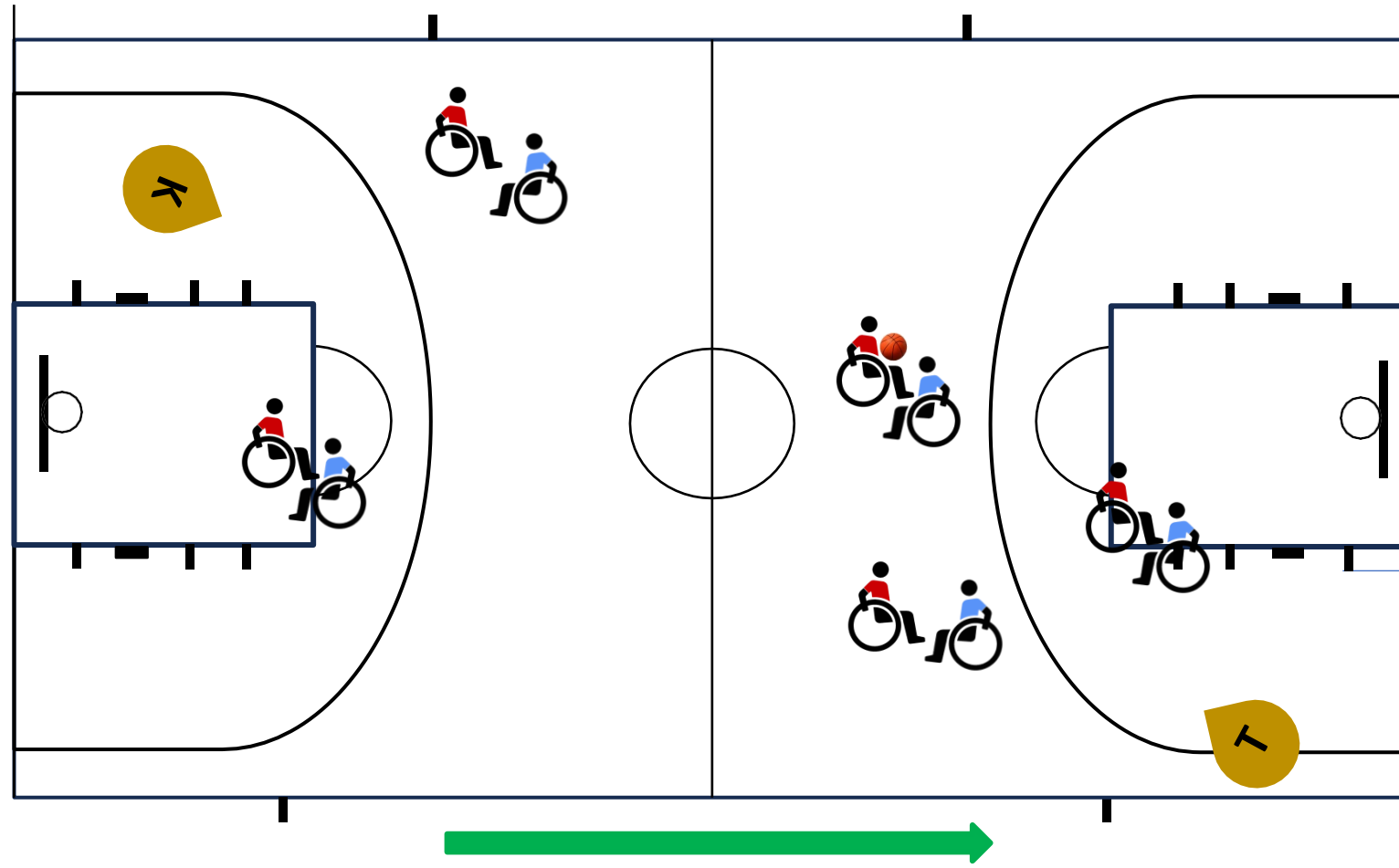


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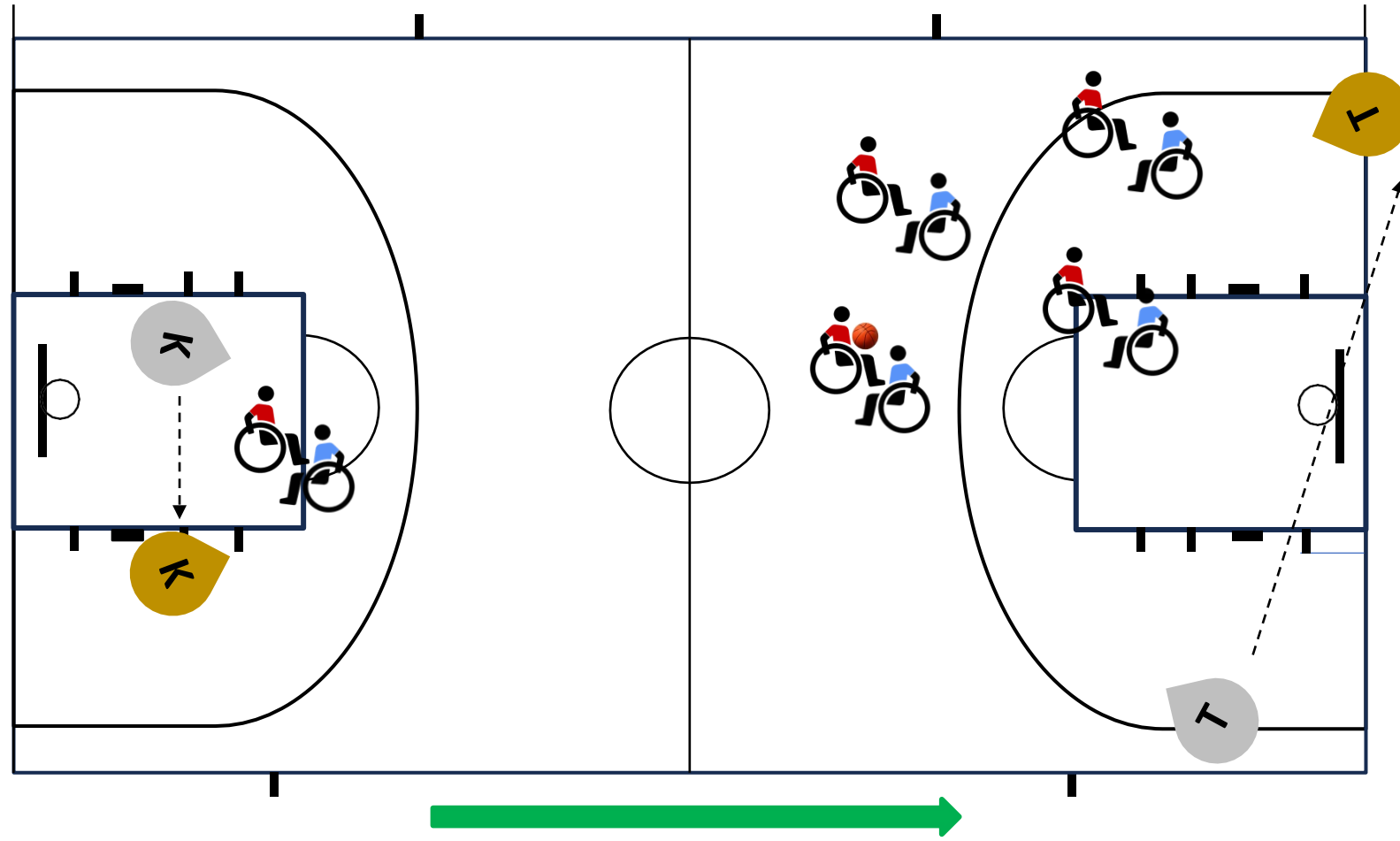


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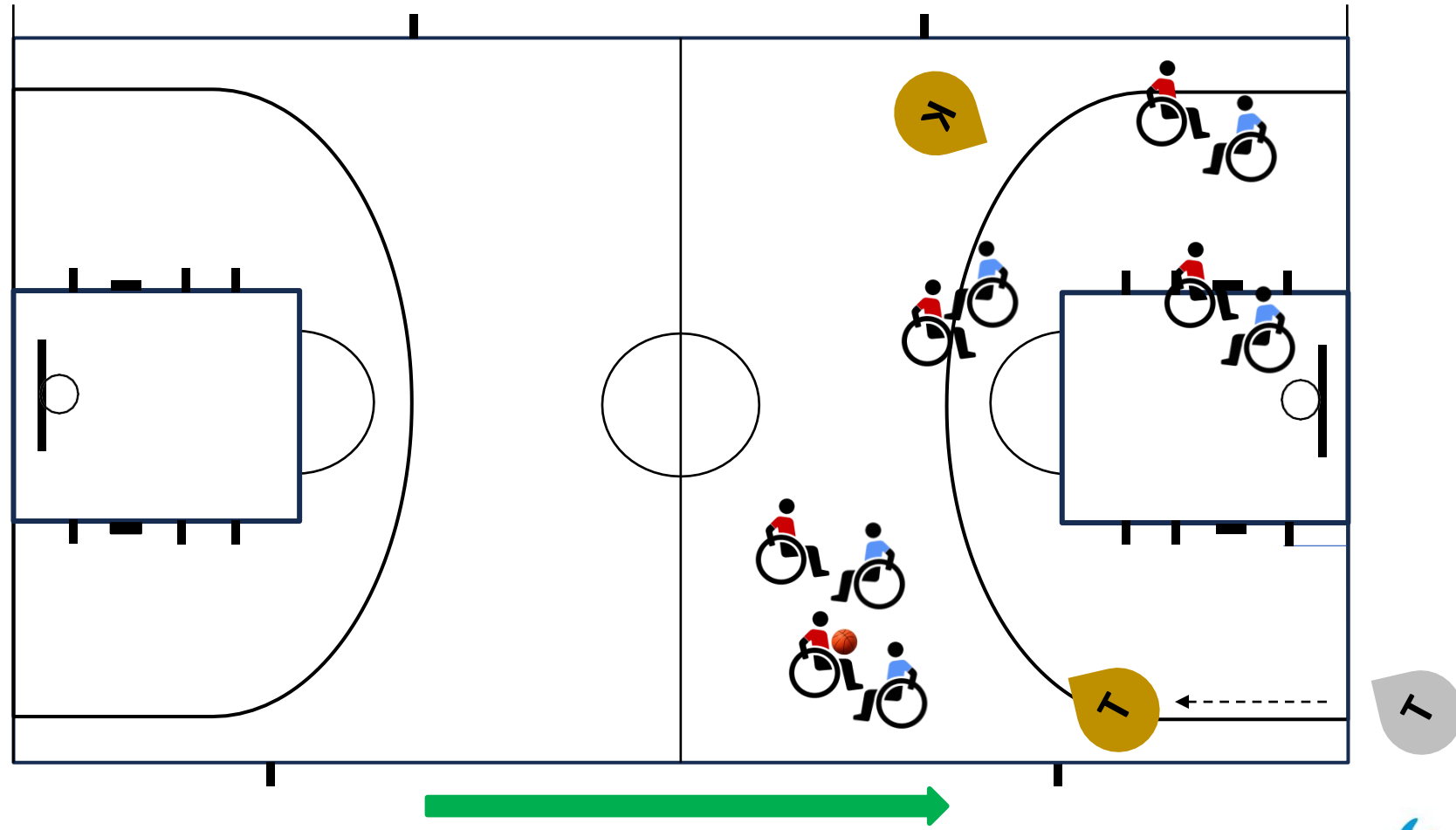
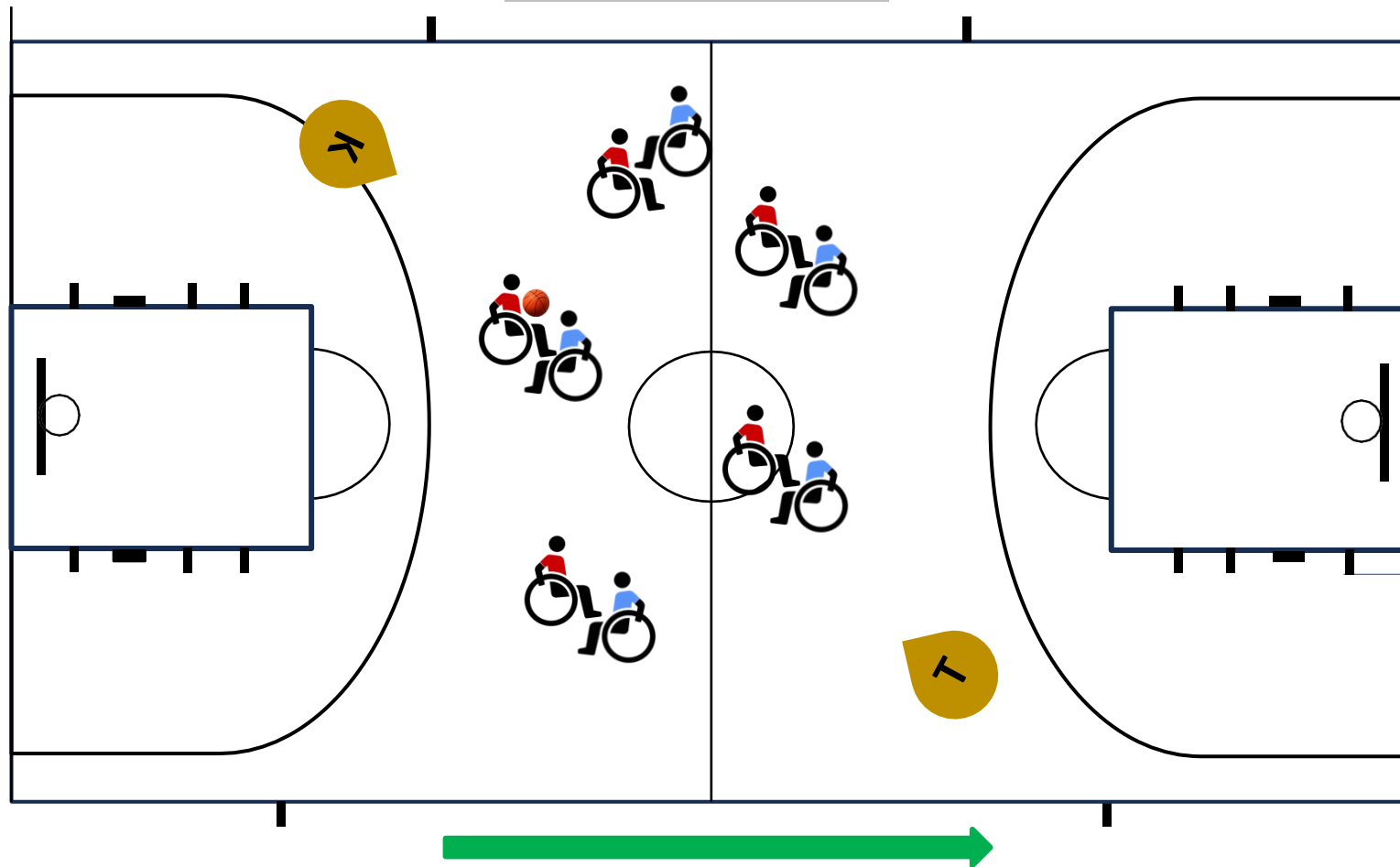


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