

BASKETBALL

The following events will be offered at State level competition. Counties/areas may offer additional events at their competitions.

Lead-Up Events Individual Skills Competition
Team Skills Competition

Regular Events Traditional Team Competition
Unified Team Competition
Half-Court Basketball: 3-on-3 Team Competition

Team Basketball players cannot participate in the Lead-Up Events. **Participants in Basketball can compete in one event only.**

National Federation of State High School Associations (NFHS) rules with modifications established by SOI (January 2011 Official Special Olympics Summer Rules Book) will be followed for all Team Basketball Competition. SOI rules for the Individual Skills Competition Official (January 2011 - Special Olympics Summer Rules Book) will be followed for that competition.

Federation International de Basketball
P.O. Box 700607
81306 Munich Allemagne, Germany
www.fiba.com

National Federation of State High School Associations
P.O. Box 690
Indianapolis, IN 46204
(317) 972-6900
www.nfhs.org

BASIC RULES

1. It is a violation for a player to double dribble.
2. A smaller basketball (28½ inches in circumference and 18 - 20 ounces in weight) may be used for junior and peewee division competition.
3. All 5-as-side games must be played on a court that has the following minimum dimensions: 74 ft. in length and 50 ft. in width
4. A free throw shooter must release the ball within 10 seconds from the time the shooter receives the ball from the official.
5. A team must have five players on the court to start any game; 3 on 3 teams must have 3 players to start game.
6. During a regulation game each team is allowed five time-outs-3 – 60 second time outs and 2-30 second time outs per team with one 60 second time out per team in each extra period
During “Running Clock” games, the clock will stop for all time outs.
7. A Mercy Rule will be in affect for all Division 1 & 2 games. If, at half time, one team is leading the other team by 35 or more points, a running clock will be used for the second half (with a stop clock for the last 2 minutes of the game).

RULES MODIFICATIONS FOR TEAM BASKETBALL

1. A player may take two steps beyond what is *permitted by governing body rules*. However, if the player scores, *is deemed to have “traveled”* or escapes the defense as a result of these *additional* steps, an advantage has been gained. A violation is called immediately.

UNIFIED SPORTS® EVENTS

1. Rosters shall contain a proportionate number of athletes and partners.

2. During competition, the lineup for a Unified Sports® Team (5 players) shall never exceed 3 athletes and 2 partners at any time. Failure to adhere to this rule will result in a forfeit.
Teams that lose players due to injury or suspension and are playing with less players on the court/field must maintain the appropriate ratio of Special Olympics athletes to Unified Partners or be subject to forfeit
3. Each team must have an adult, non-playing coach responsible for team lineups, substitutions and the conduct of the team during competition.
4. In a game, athletes as a group, and partners as a group, must each score at least 25% of the total points.

3 on 3 BASKETBALL – BASIC RULES & MODIFICATIONS

1. Teams must have 3 players to start each game.
2. Games will be 20 minutes or 20 points, whichever comes first.
3. A running clock will be used for all games except for the last minute of the game when a stop clock is used.
4. Fouls must be called. Free throws are not attempted.
5. All fouls, violations, out-of-bounds, made field goals and time outs that result in a change of possession will have the team receiving possession doing so at top of the key.
6. 3 point field goals will be awarded per NFHS rules.
7. A coin toss will determine possession to start the game (no jump ball).
8. Ties at the end of regulation play will be broken by overtime periods of 3 minutes. A coin toss will determine initial possession. A running clock will be used except for the final minute of play. There will be a minute intermission between time out periods.
9. A violation occurs when the defense gains possession and does not take the ball back behind the foul line extended
10. Referees handle the ball on all out of bounds plays.

UNIFORMS/APPROPRIATE CLOTHING

1. Team uniform jerseys must have an identifying number on both the front (minimum 4 inches high) and the back (minimum 6 inches high). Numbers that can be used are 0, 1, 2, 3, 4, 5, 00, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55.
2. Numbers must be centered both vertically and horizontally on the uniform. Front number must be at least 4 inches high. The back number must be at least 6 inches high.
3. Players may not wear any type of jewelry, head decorations or guard, cast or brace made of hard and unyielding leather, plaster, soft (pliable) plaster, metal or any other hard surface, even though covered with a soft padding.
4. A player's shirt must be tucked inside the pants.
5. Players cannot wear undergarments or tights that extend below the pants.
6. Compression shorts may be worn under the pants if the length is above the knee and they are of a single color similar to the primary color of the pants
7. Undershirts, if worn, must be similar in basic color to the uniform shirt.
8. Uniform shorts may not be worn below the hips.
9. Hats (head gear) may be worn only for medical or religious reasons.
10. Athletic-type shoes must be worn.
11. Regulation Uniforms must be worn for all games.
12. The penalty for illegal uniforms is a technical foul assessed to the Head Coach.

ADVANCEMENT/DIVISIONING

Teams may advance to State level competition provided they have met the following criteria:

Teams may advance to State level competition provided they have met the following criteria:

1. For a team to advance to Sectionals (Basketball) or State (Soccer, Softball & Volleyball) Competitions, the Team must play a minimum of 4 **regulation** games, one of which must be at a Sanctioned Area Level

Tournament or a Sanctioned Invitational Tournament. Two **Regulation** games must be played before an Area Competition

A Regulation Game is defined as a game played on a regulation sized court/field, using regulation equipment, officiated by recognized officials and played for the official duration based on the established sports rules for the sport.

2. At the Area level competition, teams with correct competition in a specific division must place first in that division to advance. When there are only 2 teams in a division, a best 2 of 3 games series must be played
3. At the Area level competition, teams without correct competition in their specific division will be eligible to advance to State level competition if they have met the criteria list in #1 and if, at the discretion of the Director of Sports and Training, the team will have viable competition at the State level event.

The results of these 4 games must be recorded on the “*Team Division Confirmation Forms*”, signed by the coaches of both teams and by a neutral witness and submitted to SOFL by the established deadline. Each team (coach) must sign-off on each game played.

Failure to submit these forms will disqualify a team from advancing to State level competition.

A team’s final division will be determined based on the information provided on the “*Team Division Confirmation Form*”

The Basketball Divisioning Evaluation Worksheet must be submitted for each advancing team by the State Games Entry deadline

BASKETBALL GAME FORMATS

DIVISION	AGE GROUP/GENDER	TIME/QUARTER	STOP/RUNNING CLOCK
1	Peewee & Junior teams	6 minute quarters	Stop Clock
1	Seniors ` Masters	8 minute quarters	Stop Clock
2	All Games	6 minute quarters	Stop Clock
3	All Games	8 minute quarters	Running Clock (Last 2 minutes are stop clock)
4	All Games	8 minute quarters	Running Clock (Last 2 minutes are stop clock)

EXAMPLE: A game with Senior Division **1** teams will play 8 minute quarters with a stop clock.

A game with Senior Division **2** teams will play 6 minute quarters with a stop clock.

A game with Senior Division **3** or **4** teams will play 8 minute quarters with a running clock with the last 2 minutes of the game using a stop clock.

NFHS RULES

Game Duration

60 Second intermission at the end of the 1st and 3rd quarters

5 minute intermission at the end of the 2nd quarter (halftime)

Time-Outs

3 – 60 second time outs and 2-30 second time outs per team with one 60 second time out per team in each extra period

During “Running Clock” games, the clock will stop for all time outs.



Team Roster

BASKETBALL ROSTER

COUNTY:	ESTIMATED DIVISION:
TEAM NAME:	PHONE:
HEAD COACH:	E-MAIL:
ADDRESS:	CITY/ZIP:

Team type: 3-on-3 Traditional Team Unified Sports® 5 on 5 Team

Team Skills Team All teams will be considered Co-Ed Teams

Age:	<input type="checkbox"/> Pee Wee (8-11 yrs)	<input type="checkbox"/> Junior (12-15 yrs)	<input type="checkbox"/> Senior (16-22 yrs)	<input type="checkbox"/> Master (23 yrs & older)
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The age of the oldest player on the team will determine the age division of the team

	Enter "P" for Unified Sports® Partner	Athlete Names (Last Name, First Name)	DOB
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

Maximum # of Players: Traditional Team & Unified Sports Team – 10 players,
 3-on-3 teams – 6 players,
 Team Skills – 8 players

Place a "P" in the appropriate column for all Partners on a Unified Sports® Team

Team composition may not change after Area Level competition.

BASKETBALL DIVISIONING EVALUATION WORKSHEET

This worksheet is a tool developed to assist the coach and competition committee in establishing correct team divisions.

The format will be used in conjunction with the *Team Division Confirmation Form* (based on performance in competition) to determine each Team's actual division.

This evaluation must be completed no more than one week prior to Area Level/Invitational tournament and submitted to the Area Program Director prior to the tournament. Teams advancing to Sectional and/or State Tournaments must re-evaluate no more than one week prior to the tournament and submit form to the State Office.

Skills that must be evaluated

Fundamental Skills

Dribbling – The ability to control the ball while moving the ball around the court.

Rebounding – Rebounding includes boxing-out and jumping to the ball. It also involves good depth perception and the ability to grab the ball at the top of the jump.

Passing – A good pass includes accuracy first and then velocity.

Movement – Movement on the court includes set plays, movement without the ball and understanding of correct placement on the court.

Defense – Both one on one and team defense should be understood and executed.

Shooting – Evaluate form and type of shot, confidence to shoot and appropriateness of shot.

Lay-ups – Shooting a bank shot (lay-up) off of the correct foot with the correct hand.

Rules – Understanding of the basic rules of the game.

General Athletic Ability – Over-all speed, strength, endurance and basic motor skills.

Criteria for Evaluating each Player

5 points - Proficiently demonstrates skill in competitive situations

4 points - Competently demonstrates skill with minimal errors in majority of competitive situations

3 points - Performs skill in structured training environments

2 points - Attempts skill when cued

1 points - Unable to perform skill

Criteria for Self-Evaluation of Head Coach

5 points - Proficiently demonstrates knowledge of the game + skills to coach sport with special athletes in all situations

4 points - Competently demonstrates coaching knowledge (in this sport) and skill with minimal errors in majority of competitive situations

3 points – Knowledge of sport and skills but limited experience with SO athletes.

2 points – Experienced SO Coach but new to this sport.

1 points – New to coaching and Special Olympics. No training in either Special Olympics or coaching this sport

BASKETBALL DIVISIONING EVALUATION WORKSHEET

County: _____ Team Name: _____

Age Group: Peewee (8 – 11 years); Junior (12 – 15 years); Seniors (16 – 22 years); Masters (23 years & older)

Traditional Team: Unified Sports® Team: Traditional 3 on 3 Team

Head Coach: _____ Phone: _____ E-Mail: _____

Athlete	Dribble	Rebound	Passing	Movement	Defense	Shooting	Lay-ups	Rules	General Ability
TOTALS									

(Indicate Unified Sports® Partners with a (P))

Grand Total for TEAM _____ **divided by** the number of players on the team = _____ **+** Coaches Criteria total _____ = _____

THIS TEAM'S DIVISION IS = _____ Division 1 = 50 to 43; Division 2 = 42 to 35; Division 3 = 34 to 27; Division 4 = 26 & below

LINEUP CARD ----- BASKETBALL

County: _____ Team Name: _____

Uniform Color(s): Home: _____ Away: _____

3 on 3 Team: _____ Traditional Team: _____ Unified Team: _____

PeeWee (8-11 years) _____ Junior (12-15 years): _____ Senior (16-21 years) _____

Masters (22 yrs/ over): _____

Head Coach: _____

Assistant(s): _____

Athlete Names	Age	Uniform #		(S)arter	Unified Sports® (P)artner
		Home	Away		

5 sided teams must have **5** players to start a game. 3-on-3 teams must have **3** players to start a game. Unified Sports® Teams must have the following composition during all matches:

Traditional Teams - 3 athletes and 2 partners



Special Olympics
Florida

BASKETBALL INDIVIDUAL SKILLS SCORECARD

ATHLETE NAME: _____

COUNTY/ID: _____

SEX: _____

AGE: _____

HEAT: _____

Prelims

TARGET PASS (Pts)	SPOT SHOT (Pts)	10M DRIBBLE (Pts)	TOTAL
_____	____/____	_____	
_____	____/____	_____	
_____	____/____	_____	
Total _____	Total _____	Total _____	

SCORING INFORMATION

TARGET PASS – 5 Attempts

SPOT SHOT – 2 attempts from each spot

10m DRIBBLE – SCORING CONVERSION

Dribble Time (Seconds).....Point Score

0-2 30 Pts	7.1-8 18 Pts	16.1-18 6 Pts
2.1-3 28 Pts	8.1-9 16 Pts	18.1-20 4 Pts
3.1-4 26 Pts	9.1-10 14 Pts	20.1-22 2 Pts
4.1-5 24 Pts	10.1-12 12 Pts	22.1+ 1 Pts
5.1-6 22 Pts	12.1-14 10 Pts	
6.1-7 20 Pts	14.1-16 8 Pts	

Final score is the best score of 2 trials (converted to points)



Special Olympics
Florida

BASKETBALL INDIVIDUAL SKILLS SCORECARD

ATHLETE NAME: _____

COUNTY/ID: _____

SEX: _____

AGE: _____

HEAT: _____

Finals

TARGET PASS (Pts)	SPOT SHOT (Pts)	10M DRIBBLE (Pts)	TOTAL	PLACE
_____	____/____	_____		
_____	____/____	_____		
_____	____/____	_____		
Total _____	Total _____	Total _____		

SCORING INFORMATION

TARGET PASS – 5 Attempts

SPOT SHOT – 2 attempts from each spot

10m DRIBBLE – SCORING CONVERSION

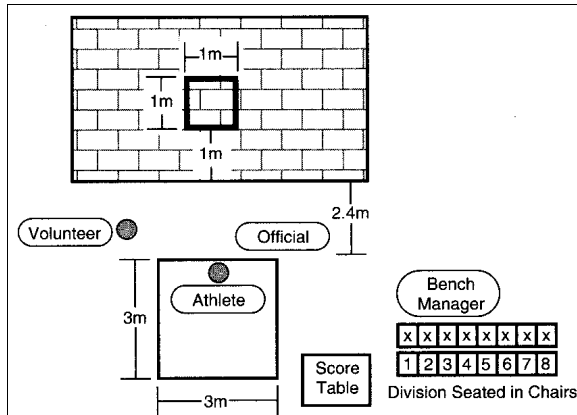
Dribble Time (Seconds).....Point Score

0-2 30 Pts	7.1-8 18 Pts	16.1-18 6 Pts
2.1-3 28 Pts	8.1-9 16 Pts	18.1-20 4 Pts
3.1-4 26 Pts	9.1-10 14 Pts	20.1-22 2 Pts
4.1-5 24 Pts	10.1-12 12 Pts	22.1+ 1 Pts
5.1-6 22 Pts	12.1-14 10 Pts	
6.1-7 20 Pts	14.1-16 8 Pts	

Final score is the best score of 2 trials (converted to points)

EVENT LAYOUTS & EVENT DESCRIPTION

EVENT 1 - TARGET PASS



DESCRIPTION

A 1m (3'3 1/2") square is marked on a wall using chalk or tape. The bottom line of the square shall be 1m (3'3 1/2") from the floor. A 3m (9'9") square will be marked on the floor and 2.4m (7') from the wall. The athlete must stand within the square. The leading wheel axle of an athlete's wheelchair may not pass over the line. The athlete is given five passes.

SCORING

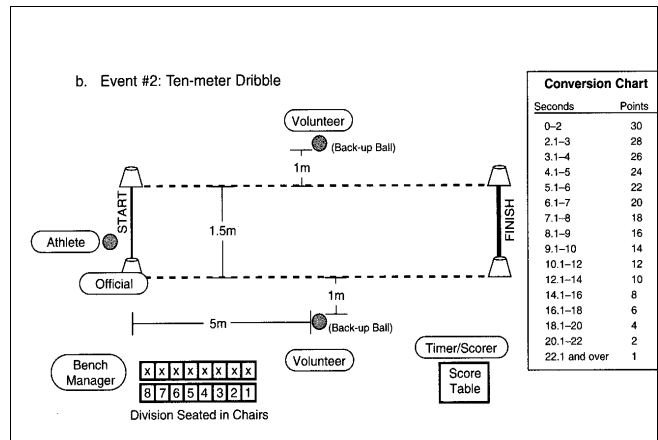
The athlete receives 3 points for hitting the wall inside the square, 2 points for hitting the lines of the square, 1 point for hitting the wall but not in or on any part of the square, 1 point for catching the ball in the air or after one or more bounces while standing in the box and zero points if the ball bounces before hitting the wall. The athlete's score will be the sum of the points from all five passes.

EVENT 2 - 10 METER DRIBBLE

DESCRIPTION - The athlete begins from behind the start line and between the cones. The athlete starts dribbling and moving when the Official signals. The athlete dribbles the ball with one hand for the entire 10m (32'9 3/4'). A wheelchair athlete must alternate taking 2 pushes followed by two dribbles for legal dribbling.

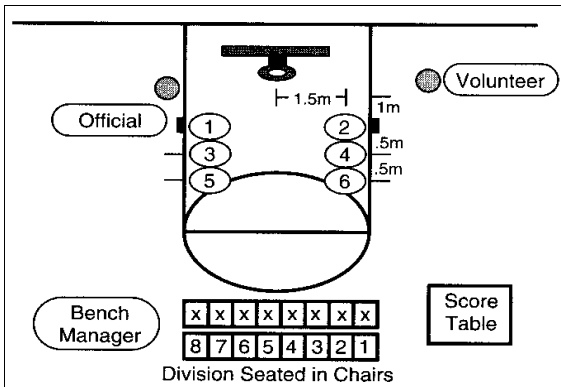
The athlete must cross the finish line between the cones and must pick up the basketball to stop the dribble. If an athlete loses control of the ball, the clock continues to run. The athlete can recover the ball. However, if the ball goes outside the 1.5m lane, the athlete can either pick up the nearest back-up basketball or recover the errant ball to continue the event.

SCORING - The athlete will be timed from the signal "GO" to when he/she crosses the finish line between the cones and picks up the basketball to stop the dribble. A one-second penalty will be added every time the athlete illegally dribbles (i.e. two-hand dribbles, carries the ball, etc.). The athlete will receive 2 trials. Each trial is scored by adding penalty points to the time elapsed and converting the total to points based on the Conversion Chart. The athlete's score for the event is his/her best of the two trials converted into points.



EVENT 3 - SPOT SHOT

Six spots are marked on the floor. Start each measurement from a spot on the floor under the front of the rim. The spots are as follows:



DESCRIPTION

follows:

#1 and #2 = 1.5m (4'11" to the left and right plus 1m (3'3 1/2") out.

#3 and #4 = 1.5m (4'11" to the left and right plus 1.5m (4'11") out.

#5 and #6 = 1.5m (4'11" to the left and right plus 2m (6'6 3/4") out.

The athlete attempts two field goals from each of six spots. Attempts are taken at spots #2, #4, and #6 and then at spots #1, #3, and #5.

SCORING - For every field goal made at spots #1 & #2, two points are awarded, three points are awarded for spots #3 & #4 and four points are awarded for spots #5 & #6. For any field goal attempt that does not pass through the basket but hits either the backboard and/or the ring, one point is awarded. The athlete's score will be the sum of the points from all 12 shots. The athlete's final score is determined by adding together the scores in each of the 3 events.

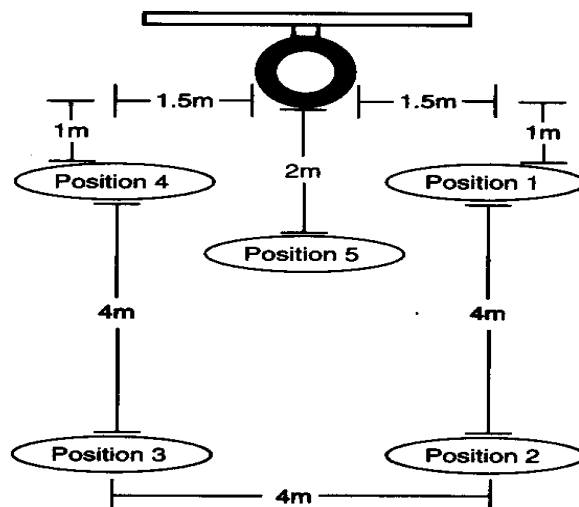
SPECIAL OLYMPICS FLORIDA TEAM SKILLS BASKETBALL EVENT LAYOUT & DESCRIPTION

RULES

- 1) The event director shall determine how many games should be played. Two five-member teams are positioned on opposite ends of the playing court. Only one team shall conduct a round at a time.
- 2) The game is comprised of two halves consisting of five rounds each. Players will be given one opportunity at each of the five positions during the half.
- 3) Each player on the first five-member team attempts to catch the ball and then throws it accurately to the player stationed at the next position.
- 4) The official shall hand the ball to the player in position #1 to begin each round.
- 5) The player in position #1 throws the ball to the player at position #2. The player at position #2 throws the ball to the player at position #3. This sequential throwing rotation continues until the ball reaches the player at position #5.
- 6) Athletes may pass the ball in any manner, but each player must pass in numerical sequence. A bounce pass is allowed provided that there is only one bounce.
- 7) If the ball is thrown past an athlete, the athlete or official may retrieve the ball. However, the athlete must return to his/her position before throwing the ball to the next player. A correct pass is defined as a ball that is thrown within reach of the receiving player.
- 8) When the ball reaches the player in position #5, he/she then attempts a field goal without bouncing the ball.
- 9) Slam dunks are not permitted. The athlete shall not receive any points if a slam dunk is taken.
- 10) Athletes stationed in position #5 shall only be given one attempt at scoring.
- 11) After the field goal attempt by the player in position #5, the round ends.
- 12) Following the completion of the round by the first team, the second team will conduct their initial round.
- 13) Players shall rotate in numerical sequence to the next position after each round.
- 14) Play alternates between each team following the completion of each round. Once each team has completed five rounds, the first half ends.
- 15) A five minute half-time intermission follows.
- 16) Teams shall exchange ends of the court following the first half and then complete a set of five rounds at the other goal for the second half.
- 17) Substitutes are allowed into the game only after a round has been completed.
- 18) Coaches shall remain on the sideline which is at least 4 meters (13' 1/2') to the side of position #2 and #4. Coaches may give verbal or signed instructions to players. Deaf athletes may receive assistance in positioning.

SCORING

- 1) Team receives one point for each correct pass.
- 2) Team receives one point for each successful catch.
- 3) Team receives two points for each successful field goal.
- 4) A bonus of one point is awarded for each complete successful round of passing and catching the ball.
- 5) The maximum number of points that can be accumulated by a single team during one half is 55.
- 6) The final team score is determined by adding the scores from each of the ten rounds.
- 7) The team with the highest score is the winner.
- 8) If the teams are tied at the end of regulation play, additional rounds are conducted. The first team to score more points in a round than their opponent is the winner.



SPECIAL OLYMPICS FLORIDA TEAM SKILLS BASKETBALL SCORECARD

TEAM NAME: _____

COUNTY: _____

FIRST HALF		SECOND HALF	
Total		Total	
Round 1		Round 1	
Round 2		Round 2	
Round 3		Round 3	
Round 4		Round 4	
Round 5		Round 5	
	First Half		Second Half
			GRAND TOTAL

(1st Half + 2nd Half)

TEAM NAME: _____

COUNTY: _____

FIRST HALF		SECOND HALF	
Total		Total	
Round 1		Round 1	
Round 2		Round 2	
Round 3		Round 3	
Round 4		Round 4	
Round 5		Round 5	
	First Half		Second Half
			GRAND TOTAL

(1st Half + 2nd Half)