

BASKETBALL

GENERAL RULES

Federation Internationale de Basketball Amateur (FIBA) rules shall be employed in international competitions and the National Federation of State High School Association rules for basketball (NFHS) rules shall be employed in USA competition except when either is in conflict with the Official Special Olympics Sports Rules. For more information, visit www.fiba.com.

OFFICIAL EVENTS OFFERED:

1. 3v3 Team Basketball (coed)
2. 3v3 Unified Sports® Team Basketball (coed)

SECTION A – GENERAL RULES

1. Uniform/Apparel
 - a. All players must wear basketball attire with identifying numbers and flat rubber sole athletic shoes.
 - 1) Team uniform shirts and shorts must be identical in trim color and style.
 - 2) Undershirts, if worn, must be white, black, or match the color of the body of the uniform (not the trim). Undershirts may be worn by some or all of the players, but must be identical if worn. Undershirts must be the same single color of the main color of the jersey. They may be short sleeve, tank top (no cut or ragged edges are allowed), or long sleeve (but they must be the same length). The reason for this is so players do not have the same color undershirt as the opposing team's undershirt or uniform top.
 - 3) Arm sleeves, knee sleeves, lower leg sleeves, compression shorts must be black, white, beige, or the predominant color of the jersey. Sleeves cannot be multicolor. They may be worn by some or all of the players, but must be identical if worn.

NOTE: Players with illegal uniforms will not be allowed to play. Players with non-matching uniforms will be penalized accordingly. Legality of a uniform may be determined by the Games Management Team or by the event coordinator.
 - 4) If a player wears an undergarment that extends below the bottom of the uniform short, (i.e. compression shorts), the undergarment must be the same color as the main color of the uniform shorts and end above the knee.
 - 5) Players on a team must wear matching uniform shorts (identical color, trim and style – nylon, mesh, etc). The only exception is in the case of medical or religious reasons. In these cases, the uniform pants or tights must be the same color and trim as the team uniform short. A Special Needs Form must be sent with the team's Registration Form by the tournament registration deadline noting the exception.
 - 6) The shirt numbers shall be at least six inches high on the back and at least four inches high on the front and not less than $\frac{3}{4}$ inch in width. (Taped numbers or pinnies are not legal in SOWI competition unless pinnies are provided by tournament hosts due to similarly colored jerseys on two teams.) Numbers are required on the back and front of the uniform.

- 7) The following numbers are legal: 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. A team roster shall not have both numbers 0 and 00.
- 8) Head Coverings – Headgear Covering: Head covering are permitted but should adhere to the following rules;
 - i. It shall not cover any part of the face entirely or partially
 - ii. It shall not be dangerous to the player wearing it
 - iii. It shall not have opening/closing element around the face and/or neck and shall not have any parts extruding from its surface.
 - iv. It shall meet the same safety standards as for a medical head covering. Head covering must be of a single, solid color unadorned.
- 9) Proper uniforms and uniform numbering will be enforced! Individuals who do not adhere to uniform regulations will not be allowed to enter a game.
- 10) Special situations: an accommodation may be made in exceptional situations such as an athlete with a behavior problem or requiring a 4XL size. Teams wishing to apply for an exception must contact the host tournament coordinator and receive approval in advance of the registration deadline. An athlete may be allowed to wear a uniform that is not identical; however they must wear one of similar color. Exceptions requested on site will not be granted.

NOTE: Failure to comply with team uniform rules will cause the team to forfeit its game if the player with the uniform violation takes the team below the legal number of players to start the game. A team may use the time between games to rectify a uniform violation. If they do not, and the player(s) with the violation takes the team below the legal number of players to start the second game, that game will also be a forfeit.
- 11) Athletes may not wear or use equipment which may be dangerous or confusing to other players. Examples of illegal items include but are not limited to: wheelchairs, crutches, or other items considered illegal by the NFHS including jewelry.

2. Half-Court Basketball: 3-on-3 Competition

a. Divisioning

- 1) Teams will be divisioned based on coaches evaluation/narrative and historical data. If your team scrimmages another 3v3 team, please include
- 2) The Head Coach must also identify his/her three best players in terms of their on-court playing ability by placing a star next to their names on the roster.
- 3) Divisions are subject to change day-of competition.

b. Playing Area and Equipment

- 1) Any half-court section of a basketball court may be used. The court will be bounded by the end line under the basket, two sidelines and the half-court line.

c. Team and Players

- 1) A team may have up to five players, which includes three starters and two substitutes.

Unified: During 3-on-3 competition, there must always be two athletes and one partner in the lineup. Failure to adhere to the required ratio results in a forfeit. A team may drop

below a minimum of two athletes due to injury but must have at least one athlete on the court to complete the game. If no athletes remain due to disqualification or injury the team will have to forfeit the game.

Traditional: Each team must start the game with three players. Any make up of players is allowed.

- 2) Half-court basketball is a game of three-on-three. Each team must start the game with three players. A team may drop below 3 after the start of the game due to player injury or illness but must have 3 players to start the game. A team may not drop below a minimum of 2 athletes or will have to forfeit the game. For Unified 3-on-3, the ratio will be 1 athlete and 1 partner.

d. The Game

- 1) The game will be played for 16 minutes or until one-team scores 20 points. Games will have two 8-minute halves and a 1-minute half-time period. A made field goal counts two points, unless attempted from the three-point field goal area, when it counts three points.
- 2) The clock will stop for all dead ball situations (e.g., fouls, violations, field goals, and timeouts).
- 3) The game will start with a flip of a coin for possession. There is no jump ball. All jump balls will be administered by alternate possession, starting with the team that wins the flip of the coin.
- 4) The winning team is the team with the highest score after the 16-minute game or the team to achieve a lead of 20 points or greater.
- 5) If overtime is required due to a tie at the end of regulation play, it will begin with a flip of a coin for possession. A one-minute intermission will follow regulation play and each overtime period. The amount of time for an overtime period is three minutes. The 20-point end of game, as referenced in Section 3.a, does not apply once the game goes into overtime.

e. Competition

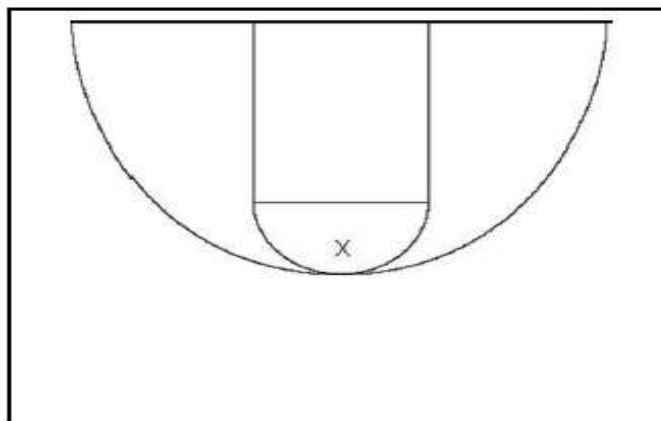
- 1) The referee will handle the ball on all out-of-bounds plays
- 2) The ball is dead after a foul or violation is called, a field goal is made or any other time the referee blows his/her whistle.
- 3) Teams change possession of the ball after made field goals. However, if a player is fouled in the act of shooting and makes the basket, the field goal is credited, and the offended against team retains possession of the ball
- 4) The in-bound spot in all cases (fouls, violations, out-of-bounds, made field goals, timeouts) will be behind the foul line extended at a designated spot within the restraining circle at the top of the key marked with an "X". For all in-bound situations, the in-bounder will be at the designated spot and must pass the ball in-bounds within 5 seconds.
- 5) On any change of possession, the team which just gained possession of the ball must take the ball back behind the foul line extended before shooting. In taking the ball back, either the ball or the foot of the player in possession must touch the foul line extended or the area behind it. Note: The ball can be contested and stolen while it is being "taken back". This too would constitute another change of possession,
- 6) A violation has occurred when the defense who has just gained possession of the ball attempts a field goal without taking it back behind the foul line extended. If a shot is

attempted by the defense after a gained possession without taking it back to the free-throw line extended, the possession returns to the offense as a dead ball and will need to be inbounded from the "X".

- 7) Substitutions may be made on a dead ball. When one team makes a substitution, the other team must be given an opportunity to substitute as well. Players entering the game must report to the scorer's table and be beckoned into the game by the referee.
- 8) Two 60-second timeouts are allowed per team during regulation play. Unused timeouts will not carry into overtime, however each is allotted one timeout per overtime period. When a timeout is called, the clock will be stopped. A player injury timeout may be called by the referee. The referee may stop the clock at his/her discretion and is advised to do so at any time. For example, allowing the clock to run when the ball bounces well out of play gives one team an unfair advantage. Consequently, the clock should be stopped.
- 9) A held ball is called when opposing players have one or both hands so firmly on the ball that possession can be gained only by force. The ball is awarded on the basis of alternate possession.
- 10) On those courts where the basket support is on the playing court, a player whose body touches the support is not considered out-of-bounds unless he/she has control of the ball. If the ball touches the support, it is considered out-of-bounds. No player may use the support to gain advantage or put an opposing player at a disadvantage,
- 11) Officials will grant a player or a coach's oral or hand signal request for a timeout

f. Fouls and Penalties

- 1) A foul is an infraction of the rules involving personal contact with an opponent or unsportsmanlike behavior. It is charged against the offender.
- 2) On all fouls (personal, common, technical), the offended against team will get possession of the ball at the designated spot behind the foul line extended and within the restraining circle at the top of the key. If a player is fouled in the act of shooting and makes the basket, the field goal is credited. The offended against team also retains possession of the ball. In all cases, no free throws will be awarded or attempted. (See diagram below).



- 3) There are no individual or team foul limits. The referee can decide to give a player an Unsportsmanlike foul if the player does not adapt his/her game after making several fouls and a warning of the referee. (Two unsportsmanlike fouls is disqualification of the game).

Team fouls are limited to 6 per team. There is a penalty of 2 free throws for team foul 7, 8 & 9. The penalty for team foul 10 and more are 2 free throws and ball possession. This clause is applied also to fouls during the act of shooting and overrules.

- 4) An offensive player, including the shooter, may remain in the free throw lane for only three seconds. The penalty for this infraction is loss of possession. A Technical Foul shall be awarded with one free throw and ball possession. An Unsportsmanlike Foul shall be awarded with two free throws and ball possession.
- 5) A player making a throw-in shall have five seconds to release the ball. The penalty for taking more than five seconds shall be loss of possession.

g. Points of emphasis

- 1) It is a violation for player to “double dribble.”
- 2) Concerning optional adaptations: A player may take two steps beyond what is allowable. However, if the player scores, “travels,” or escapes the defense as a result

3. Unified Sports Team Competition (3-on-3)

a. The roster shall contain a proportionate number of athletes and partners.

b. Team and Players

- 1) Half-court basketball is a game of three-on-three. Each team must start the game with three players. A team may drop below 3 after the start of the game due to player injury or illness but must have 3 to start the game. For Unified 3v3, the ratio will be 1 athlete and 1 partner. A team may not drop below a minimum of 2 athletes or will have to forfeit the game.
- 2) 5-player full court: five players are required to start a game. There can never be more than 3 athletes and 2 partners on the court at any time and there can never be more partners in the lineup than athletes at any time.
- 3) Failure to adhere to the required ratio results in a forfeit.

c. Each team shall have an adult non-playing coach responsible for the lineup and conduct of the team during competition.