

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. Team Basketball (coed)
2. Unified Sports® Team Basketball (coed) – Invitational only

SECTION A – GENERAL RULES

Teams must play a minimum of two documented games against other Special Olympics teams prior to registration for district competition (unified teams must play unified teams). The team roster must remain the same for the two qualifying games, district, sectional and State competition. Teams that modify their rosters will forfeit all games. Qualifying games must be played against other teams with an Intent to Play Form on file. One game must be played against a team from another Agency. Forfeited games do not count toward the scrimmage requirement. **It is strongly recommended that teams play other teams that are in their competition district.**

1. Team Competition

A. Divisioning

- 1) Prior to all Regional, district, sectional and State competitions, teams will be divisioned according to coaches' input and scores of at least two games played versus other Special Olympics teams. (**NOTE:** Agencies are encouraged to scrimmage teams within their district/Region. This will help the divisioning process). **NOTE:** Two games played before Regional/district competition registration deadline is **mandatory!**

B. Roster

- 1) Teams must play a minimum of two (documented) games against other Special Olympics teams prior to registration for official competition (unified teams must play unified teams). Qualifying games must be played against other active Special Olympics teams. At least one game must be played against a team from another Local Program.
- 2) The team roster must remain the same for the two qualifying games, district, sectional and state competition. Teams that modify their rosters will forfeit all games.
- 3) All players present at a competition must be on the bench and listed on the scorecard. All players must have the opportunity to play in at least one game. If a player is unable to play due to injury, the coach must tell the scorekeeper to record on the scorecard.
- 4) Absent Advancement Rule: Athletes that are absent from regional/district/sectional competitions are not eligible to compete at the next level of competition if their team advances, with the following exceptions:

- a) An athlete has an illness that creates an unsafe situation for attendance.
 - b) An athlete is absent due to an unforeseen and unavoidable circumstance.
- 5) Athletes who were absent from competition that wish to be considered for advancement must submit an Absent Advancement Request to the committee by 11:59pm on the Monday following the qualifying competition. The request form must be signed off on from the Local Program Manager. The committee will review the request and issue a decision within three business days after the request is received. The decision of the committee shall be final and binding.
 - 6) Violation of the absent advancement rule includes falsifying or misrepresenting the reason for absence. Violation of this rule is considered a breach of the Athlete Code of Conduct and discipline will be imposed accordingly.

C. Modifications

- 1) A game will consist of four periods, each six minutes long (clock will be stopped in accordance to WIAA Rules).
- 2) A player may take two steps beyond what is allowable; however, if the player scores, or escapes the defense as a result of these extra steps, an advantage has been gained. A violation is called immediately.
- 3) While a game is in progress, coaches are to remain in their team's bench area. In accordance with WIAA rules, ONLY the head coach may stand in front of the team bench during play; all other bench personnel must remain seated except during a time out or intermission between quarters or halves. If any coach is penalized with a technical foul, the head coach must remain seated for the duration of the contest. Each team shall be allowed a maximum of three coaches on their bench during games. Only coaches that are listed on the team's registration form are allowed to sit in the bench area. Only athletes with valid medicals are allowed. Athletes not listed on the roster may not sit on the bench unless they are an official athlete-as-coach. *See ALPs section Athletes-as-Coaches Program of the Agency Manager's Handbook.
- 4) The three-second rule restriction is in force when team control exists in the opponent's frontcourt. (**NOTE:** in FIBA rules, a team shoots at its opponent's basket, thus the opponent's front court.)
- 5) The free throw shooter shall release the ball within 10 seconds from the time it is placed at the shooters disposal by one of the officials.
- 6) Two free throws will be awarded starting on the 7th non-shooting foul (includes player technical fouls.
- 7) If overtime is required due to a tie at the end of regulation play, play shall continue without change of baskets. A one minute intermission will follow regulation play and each overtime period. The amount of time for an overtime period is three minutes. Each overtime period will begin with a jump ball.

D. Equipment

- 1) Special Olympics Basketball requires the use of NFHS standard basketball equipment including the regulation men's basketball, baskets and basket heights.
 - a) The playing court shall be limited by the boundary line, consisting of the end-lines and the sidelines. These lines are not part of the playing court. Any obstruction including seated team bench personnel shall be a minimum of three feet from the playing court. Obstruction also includes miscellaneous seating for spectators or other personnel.
- 2) Uniform/Apparel
 - a) All players must wear basketball attire with identifying numbers and flat rubber sole athletic shoes.
 - b) Team uniform shirts and shorts must be identical in trim color and style.
 - c) Undershirts and/or compression shorts, if worn, must be white, black, beige or 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).
 - a. Undershirts may be worn by some or all of the players, but must be identical (in style and color) if worn. Full length pants/tights will require a special needs form to be submitted.
 - d) Arm sleeves, knee sleeves, or lower leg sleeves 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.
 - e) If a player wears an undergarment that extends below the bottom of the uniform short, (i.e. compression shorts), the undergarment must be black, white, beige, or the same color as the main color of the uniform shorts. Compression shorts must end above the knee.
 - f) 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.
 - g) 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.
 - h) 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.

- i) Head Coverings – Headgear Covering: Head covering are permitted but should adhere to the following rules:
 - a. It shall not cover any part of the face entirely or partially
 - b. It shall not be dangerous to the player wearing it
 - c. It shall not have opening/closing element around the face and/or neck and shall not have any parts extruding from its surface.
 - d. It shall meet the same safety standards as for a medical head covering. Head covering must be of a single, solid color unadorned.
- j) Proper uniforms and uniform numbering will be enforced! Individuals who do not adhere to uniform regulations will not be allowed to enter a game.
- k) 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.
- l) 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, jewelry or other items considered illegal by the NFHS.

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.

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.

E. Officials and their Duties

- 1) Officials conduct the game in accordance with the rules. **NOTE:** Violations will be called (including double dribble).
- 2) Officials shall have full authority to interpret rules. For further questions, the tournament rules committee shall be consulted.
- 3) Officials shall have the power to make all decisions on any points not specifically covered in the rules.
- 4) Two free throws will be awarded at the seventh foul of each half.
- 5) The game will consist of four periods each six minutes long.

- 6) A team will be entitled to three timeout periods of 60 seconds each and two 30-second timeout periods during the game. Each team is entitled to one additional timeout during each extra period.
- 7) Halftime will be a minimum of five minutes and a maximum of 10 minutes with one minute breaks between quarters at the discretion of Games Management Team and/or officials.
- 8) Each team will be allowed 10 minutes after the scheduled game time to take the court. If a team is not ready to take the court at the end of 10 minutes, the game will be forfeited.

F. Players and Substitutes

- 1) Each team roster shall consist of a minimum number of five players with a maximum of 12 players. A team must have five players to start a game. Failure to start with five players will result in a forfeiture of the game(s). Teams must be ready to field a legal team within ten minutes of the declared start of the game or the game will be forfeited.
- 2) During play, due to injury or player disqualification, a team may play with as few as three players. However, if a team is unable to field at least three players, the game shall be forfeit. At no time can play continue with less than the minimum number of players.
- 3) Substitutions may be made any time the ball is dead and the clock is stopped. Substitutes must report to the scorer who will notify the referee of substitutions.
- 4) An athlete may participate on only one SOWI team in a basketball season. If the athlete plays on a second team for whatever reason, those games will not count toward qualifying games.
- 5) All players will be asked to participate in the game. If a player refuses or is unable to participate, the coach must notify the scorer's table and the other coach.

G. Scoring

- 1) Scoring will follow NFHS rules.
- 2) If the score is tied at the end of the second half, play shall continue without change of baskets for extra periods of three minutes until the score is no longer tied.
- 3) Scorebook procedures (see example in this section.)

H. Unified Sports® Team Basketball

- 1) The roster shall contain a proportionate number of athletes and partners according to the Unified Rules Section of the Competition Guide.
- 2) Five players are required to start a game. FIBA rules allow a team to continue to play with a lineup with as few as two players before a game is forfeited. After a game begins and during competition, only the following lineup ratios are allowed: *5 ON 5 Basketball (Start of game 5 players on court / team can drop down to max 3 players):*
 - a) *3A/2P (Start of game)*

2A/2P

3A/1P (Exception: Play can continue with 3 athletes and 1 partner due to a partner personal foul or injury)

2A/1P

3A/0P

Only Athletes can be replaced by Athletes and Partners can only be replaced by Partners. If these substitutions can't be followed, teams can drop down following the Federation (FIBA) rules. Principles of Meaningful Involvement must be followed all the time.

- 3) Each team will have an adult non-playing coach responsible for the line-up and the conduct of the team during competition.
- 4) It is required that athletes and Unified partners are of similar age and similar ability.