



Special Olympics Minnesota 2018 Basketball Handbook

**Special
Olympics**
Minnesota



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New in 2018!

- Unified Roster Change
- Half Court Roster Change
- Full Court Game Play
- Assessing Technical Fouls
- Coaching Parameters
- Games Reports

Practice ideas, skill development and basketball rules can be found in the SOI Basketball Quick Start Guide and SOI Basketball Rules at www.specialolympics.org/sports.aspx

Special Olympics Minnesota Basketball Handbook

RULES

The Official Special Olympics Sports Rules for Basketball shall govern all Special Olympics competitions. As an international sports program, Special Olympics has created these rules based upon Federation Internationale des Quilleurs (FIQ) Rules. Special Olympics Minnesota adheres to Special Olympics Sports Rules for Basketball except in instances highlighted below.

Full Court

Game Play

- **Two– 18 minute halves, first half run time (clock will only stop on timeouts and injury), second half run time with last two minutes stop time.**
Timeouts- four- 30 second time outs per game. No carry over in overtime. One-30 second timeout for overtime.
Official game ball- size 7 men's
- Athletes must enter the game. There is no minimum time requirement that an athlete is required to play.
- If point differential exceeds 20 points in the second half, the game will go to running time until the differential becomes 10 points or less
- Overtime– three minutes, stop time in the last minute. If tied after that, sudden death will be played and first team to score wins.
- Substitutions on dead balls only.
- Travel– an extra step is given, as long as it doesn't give an advantage (example – towards the basket or out of a double team
- Stop time – the clock is stopped whenever the ball goes out of bounds, a foul is called, free throws are being shot, and during time outs. When the ball is inbound, the clock starts once a player touches the ball.

Jump Ball

- Starts the game

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- Held ball results in possession awarded to alternating teams.

Time-outs

- Four time-outs per game (no carryover to overtime), one time-out per overtime

Fouls

- Shooting fouls results in fouled player attempting free throws
- Fifth personal foul player is out of the game, seventh team foul shoot bonus (one and one), and tenth team foul shoot double bonus (two shots)
- Technical foul results in two free throws and the procession of ball.

Violations

- Inbound – five seconds, crossing half-court – 10 seconds, offensive lane – three seconds
- Travel – an extra step is given, as long as it doesn't give an advantage (example – towards the basket or out of a double team). Double dribble – is called.

Defense

- All types of defenses are allowed at any time: zone, man-to-man, full and half court presses
- **No full court press is allowed after 20 point difference**

Additional Items

- No foul language
- No jewelry, watches, or hats during play. Medical alerts allowed but must be taped down.
- Warm up your team off the court. Only if time allows can you do a warm up on the court.
- Recommended jersey numbers for full, half and Unified: 0-5, 10-15, 20-25, 30-35, 40-45, 50-55
- All coaches must coach from their team bench. Only one standing coach allowed. Only the appropriate number of coaches (based on athlete-coach ratio) will be allowed on the bench
- **Only registered coaches are allowed to approach score table or referees. Spectators will be warned and at the discretion of referees and games committee will be ejected from competition.**
- **A team needs to start the game with the minimum number of required positions filled to avoid a forfeit. If an injury occurs during a game, they can drop to one short and continue that game.**

Half Court

Game Play

- Maximum of 7 players per roster
- A team needs to start the game with the minimum number of required positions filled to avoid a forfeit. If an injury occurs during a game, they can drop to one short and continue that game.
- Game begins with a coin flip.
- Twenty minutes or 20 points whichever comes first. Stop time only in the last minute.
- Stop time – the clock is stopped whenever the ball goes out of bounds, a foul is called, free throws are being shot, and during time outs. When the ball is inbound, the clock starts once a player touches the ball.
- Athletes must enter the game at least once. There is no minimum time requirement that an athlete is required to play.
- Overtime – three-minute, stop time only in the last minute. If tied after OT, then first basket wins sudden death.
- Substitutions on dead balls only.
- Travel/Double Dribble – see Full Court rule.
- Time-outs – two per game, one in OT (no carryover). Game clock stops during time-outs.
- Field goals – Two-point field goals and three-point field goals are awarded.
- Technical fouls will be assessed for teams who excessively cross the free throw extended line at the referee's discretion. 2 points will be awarded and possession of the ball retained.

Fouls

- Players cannot foul out
- No free throws in half court. If a player is fouled on a shot that goes in, the basket counts and the offensive team retains possession of the ball.

Possession Changes

- The ball must be put in play after any dead ball by a pass only. A dead ball occurs when there has been a foul, out of bounds, a basket has been scored or there has been a violation such as traveling, double dribbling, etc. Any time the referee blows their whistle it is a dead ball. The offensive player will have five seconds to put the ball in play to a teammate and the pass does not need to cross the free-throw line extended.
- The throw-in location is always from the top of the half-circle above the free throw line. The defense cannot cross the free-throw line to defend the offensive player and must stay at the free throw line until the offensive player has passed the ball to a teammate. Once the ball has been passed the defense can guard anywhere on the court.
- On any live-ball change of possession (i.e. steal, rebound of missed shot, etc.), the team gaining possession of the ball must have one foot or the ball cross an imaginary or taped

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line that extends through the free-throw line to both side lines. During the course of taking the ball back past this line, and in the course of bringing the ball back across the line toward

the basket, the opposing team may defend the player(s) handling the ball at any time during this transition.

- Therefore, teams are not allowed “free backs” on a live-ball change of possession.
- The defense is entitled to take any legal actions to try and regain possession of the ball, however, should they gain possession of the ball, they will be required to bring it back past the line to reestablish their possession and make a legal attempt to score.
- **Points will not be scored by illegal put-backs during change of possession. Team making the illegal shot will result in a turn over- change of possession**

Coaching

- During Half court games, one coach from each team may coach from the baseline. The second coach will need to coach from the bench.
- **Only registered coaches are allowed to approach score table or referees. Spectators will be warned and at the discretion of referees and games committee will be ejected from competition.**

Unified Basketball

Roster & Lineup

Maximum 16, Minimum six person roster. Must have five players to start the game (three Athletes and two Unified Partners at all times, failure to adhere to this ratio will result in a forfeit). Teams must register at least three Unified Partners. Unified Partners may not exceed the number of athletes. All Athletes must at least enter the game, no minimum minutes of playing time required though.

Unified State Basketball Color Model & Scoring Ratio

Unified color model is often not enforced at Area competition during the divisioning process due to the number participating teams. Unified Partners are still required to meet the 25% scoring ratio.

GREEN – no scoring ratio

Athletes and partners should be of similar skill level and ability. Does not matter how many points are scored by the athletes or partners. Athletes or partners may score a majority of a team's total points.

YELLOW – Unified Partners 50% max

In general, Unified Partners are at a higher skill level. Partners can score up to 50% of their team's total score. At the conclusion of the game, if partners score more than 50% of their team's total points then the scorer's table will subtract partners' points from the team's total until it is a 50-50 ratio with the athletes points scored.

RED – Unified Partners 25% max

Unified Partners are at a higher skill level. Partners can score up to 25% of their team's total score. At the conclusion of the game, if partners score more than 25% of their team's total points then the scorer's table will subtract partners' points from the team's total until it is a 25-75 ratio with the athletes points scored.

Contesting Scoring Ratio

Coaches may contest the ratio of the score but this must take place within five minutes of the conclusion of the game. Tournament director must be present for any contest. A team will not automatically lose a game if a partner falls outside of the approved ratio (which has happened in previous years). Now if teams fall outside of their color level's scoring ratio their team's total points will be adjusted according to the color they are in.

- **EXAMPLE:** Team A is in the YELLOW level and partners score 18 out of their teams 30 total points. At the conclusion of the game event staff would subtract points from the partners until they fall in the approved ratio. As a result, Team A's final score would be 24 points (6 pts subtracted from the partners original 18 scored means the updated approved scoring allows the partners to score 12 of the teams total 24 points).

Coaches & Unified Partners Roles

Any individual that is registered to coach at the Unified competition cannot participate as a Unified Partner. Coaches are only allowed to coach.

Game Play Rules (same as full court rules)

Registering for Color Model?

HOD/Coaches register for their color level on the quota form. Once registration closes we may need to move a team to a different color level based on divisioning and the number of teams that registered; but our emphasis will be to make sure that a team's experience and skill level are similar to the teams they will compete against.

Unified Individual Skills

Individuals will practice as a unified pair. Both athlete and unified partner will go through the skills event together. Teammates will not be allowed to physically assist athletes during the skills drills. Both athlete and partner will go through skills together but receive separate skills scores which will be combined for a final team score.

Registering for Unified Individual Skills?

Athletes and unified partners will be registered as a pair with two separate assessment scores. Unified pairs will be divisioned based upon combined team scores and age.

EVENT INFORMATION

New in 2018: In an effort to reduce the number of day-of event registration and roster errors, we are asking for the HOD or Head Coach for each sport to **reply to the email you receive from your program staff acknowledging you have reviewed the games reports & team rosters and all the information listed is correct.** Please also double check to make sure no one is missing.

Area Competitions

Area	Date	Location	City	Register By	Contact
Area 1/2 Unified	March 15	BSU Gillett Wellness Center	Bemidji	Feb. 28	dani.druse@somn.org
Area 3	April 21	Lincoln Park Middle School	Duluth	April 6	dani.druse@somn.org
Area 4	April 26	Kennedy Secondary School	Fergus Falls	April 12	leah.wolkow@somn.org
Area 5	April 18	Staples Motley HS	Staples	April 4	leah.wolkow@somn.org
Area 5 Unified	March 14	Pierz Healy HS	Pierz	Feb 28	leah.wolkow@somn.org
Area 6/8	April 7	Wilmar High School	Wilmar	March 25	leah.wolkow@somn.org
Area 7	April 7	Rogers High School	Rogers	March 26	emily.garness@somn.org
Area 9/10 Unified	April 21	St. Clair School	Mankato	April 8	zak.armstrong@somn.org
Area 11	April 14	Bloomington Jefferson	Bloomington	April 2	sam.leidholt@somn.org
Area 12	April 28	Hastings High School	Hastings	April 15	sarah.richardson@somn.org
Area 13	April 29	Stillwater High School	Stillwater	April 15	emily.garness@somn.org

Regional Basketball (not a qualifier for State)

Date	Location	Register By	Contact
March 17	Hastings & Monticello	March 4	devin.kaasa@somn.org
May 13	Hastings & St. Michael-Albertville Activity Center	April 30	devin.kaasa@somn.org

- Regional competition includes: Full Court, Half Court, and Unified. If delegations have athletes participating in full court along with unified, scheduling conflicts may occur in which the athlete will need to choose which game to play in. Athletes participating in half court are only allow to participate in half court due to schedule conflicts.

Summer Games

Basketball	Date	Location
Unified	June 22-23	Anderson Athletic and Recreation Complex, University of St. Thomas
Ind. Skills	June 22	Anderson Athletic and Recreation Complex, University of St. Thomas
Full Court	June 22-24	Anderson Athletic and Recreation Complex, University of St. Thomas
Half Court	June 22-24	Anderson Athletic and Recreation Complex, University of St. Thomas

Competition Details

- Quota due March 25, 2018
- Registration due May 29, 2018
- Celebration Ceremonies will be on Friday night
- Full Court Roster Size – five minimum, 16 maximum
- Half Court Roster Size – three minimum, 7 maximum
- Unified Roster Size – three unified partners minimum, six players minimum, 16 maximum
- Teams are guaranteed at least three games
- Awards are presented as divisions finish
- Athletes cannot compete in multiple sports
- Athletes can only participate in one basketball event due to conflicting schedules

INDIVIDUAL SKILLS INFORMATION AND SCORE SHEET

Athletes that compete in Individual Skills must participate in Individual Skills at practice and record their score on the registration form. Each athlete must complete the Target Pass, Spot Shot, and Dribble (Ten-meter dribble or Speed dribble, the speed station is for athletes that are not physically capable of doing the ten-meter dribble). The layout and scoring for each skill station are listed on the Individual Skills score sheet below as well as the [SOI Basketball Rulebook](#).



Target Pass

- a) The athlete receives three points for hitting the wall inside the square.
- b) The athlete receives two points for hitting the lines of the square.
- c) The athlete receives one point for hitting the wall but not in or on any part of the square.
- d) The athlete receives one point for catching the ball in the air or after one or more bounces while standing in the box.
- e) The athlete receives 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.

1 _____ 2 _____ 3 _____ 4 _____ 5 _____

Sum

Ten-meter Dribble

Seconds	Points
0-2	30
2.1-3	28
3.1-4	26
4.1-5	24
5.1-6	22
6.1-7	20
7.1-8	18
8.1-9	16
9.1-10	14
10.1-11	12
11.1-12	11
12.1-14	10
14.1-16	8
16.1-18	6
18.1-20	4
20.1-22	2
Over 22	1

- a) The athlete begins from behind the start line and between the cones.
- b) The athlete starts dribbling and moving when the official signals.
- c) The athlete dribbles the ball with one hand for the entire 10 meters (32 feet 9 3/4 inches).
- d) A wheelchair athlete must alternate, taking two pushes followed by two dribbles for legal dribbling.
- e) The athlete must cross the finish line between the cones and must pick up the basketball to stop the dribble.
- f) 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 1.5 meter lane, the athlete can either pick up the nearest back-up basketball or recover the errant ball to continue the event.

Scoring

- a) 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.
- b) A one-second penalty will be added every time the athlete illegally dribbles (e.g., two-hand dribbles, carries the ball, etc.).
- c) The athlete will receive two trials. Each trial is scored by adding penalty points to the time elapsed and converting the total to points based on the Conversion Chart.
- d) The athlete's score for the event is his/her best of the two trials converted into points. (In case of a tie, the actual time will be used to differentiate place).

Please record Time and Score for both trials

1 _____ 2 _____
Time Score Time Score

Best

Speed Dribble

- a) Athlete may use only one hand to dribble.
- b) Athlete must either be standing or be sitting in a wheelchair or another type of chair with similar dimensions while competing.
- c) Athlete starts and stops dribbling at the sound of the whistle.
- d) There is a 60-second time limit imposed. The objective is to dribble the ball as many times as possible during this period.
- e) Athlete must stay in the designated circle while dribbling.

Scoring

- a) Athlete receives one point per legal dribble within the 60 seconds.
- b) Counting stops and the event ends when the basketball rolls out of the circle for the third time.

Score

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 marked as follows:

- a) #1 & #2 = 1.5 meter (4 feet 11 inches to the left and right plus 1 meter (3 feet 3 1/2 inches) out.
- b) #3 & #4 = 1.5 meter (4 feet 11 inches to the left and right plus 1.5 meter (4 feet 11 inches) out.
- c) #5 & #6 = 1.5 meter (4 feet 11 inches to the left and right plus 2 meters (6 feet 6 3/4 inches) out.

Scoring

- a) For every field goal made at spots #1 and #2, two points are awarded.
- b) For every field goal made at spots #3 and #4, three points are awarded.
- c) For every field goal made at spots #5 and #6, four points are awarded.
- d) For any field goal attempt that does not pass through the basket but does hit either the backboard and/or the ring, one point is awarded.
- e) The athlete's score will be the sum of the points from all 12 shots.

1 _____ 2 _____ 3 _____ 4 _____ 5 _____ 6 _____ 7 _____ 8 _____ 9 _____ 10 _____ 11 _____ 12 _____

Sum

Final Score

The athlete's final score for the Individual Skills Contest is determined by adding together the scores achieved in each of the three events.

BASKETBALL DIVISIONING

State Basketball Divisioning

- Coaches complete individual assessment scores for each athlete and add scores to determine team assessment score. Assessment scores are submitted on the registration form.
- At State, divisioning is based on assessment scores and the results from previous competitions. When divisioning for State much more emphasis is put on common opponents, coach notes, previous game results, and competitions.
- Divisioning is done by SOMN staff, coach feedback, and a divisioning committee consisting of coaches from all Areas. The committee will meet for one to two hours either in person or via conference call two weeks before Summer Games.
- If you or someone from your delegation is interested in being a part of the State basketball divisioning committee please contact Jasmine Jones jasmine.jones@somn.org

Divisioning Team Sports

The divisioning process for team sports is much different, and much harder, than individual sports. Unlike most individual sports, team sports do not have concrete distances or times that can be used, although we do have teams submit assessment scores for individual players. Once a game starts, however, the information contained in the assessments often takes a back seat to the dynamics at play minute-by-minute, play-by-play on the court or field.

The challenge with divisioning team sports is that there are many factors that affect how a team performs on any given day — missing players, illness, penalties, behavior, coaching, who's hot and who's not, individual match ups, etc. With divisioning in team sports, much more emphasis is put on game results, common opponents, coach rankings and coach notes. There is not a perfect science to ensure that all divisions will have close games, which is why we have developed a process for team sports that includes divisioning committees. The divisioning committees allow for more coach involvement, better team evaluation and improved divisioning. We recognize there may be some games during a competition that are not competitive, but we hope that the team sports divisioning process creates the most equal divisions possible.

Opponent*	Date	Score	Winner of Game Our team/Opponent	Our Team Stronger/Equal/Weaker than opponent
WAN	12-Feb	35-36	WAN	Equal
SCV	12-Feb	40-28	SOMN	Stronger
OMG	12-Feb	24-31	OMG	Equal

2. If you brought this team in 2011 to state, is your team (please underline or bold) :
 Stronger Equal Weaker New Team

3. If this team came to last year's competition, what was their name last year (i.e. Wild Angels Silver)?
 Same as last year's SOMN 1 team.

4. Are you missing any key players? If so, please explain:
 Yes lost one of our starters.

5. Any Additional Team Information about your team's ability level:

6. If your delegation is bringing more than one team to the basketball tournament, please rank your teams in order of their strength and indicate which division (1 - 5, 1 being strongest division) you feel they should play:
Full Court Teams

SOMN 1 _____
 SOMN 2 _____

Division

3

4

7. If this team competed in the 2011 Special Olympics Minnesota State Basketball Tournament, do you feel they were divisioned appropriately for their abilities?
 (Please underline or bold) Yes No If No, should they have been higher or lower? Higher Lower

(Please underline or bold)

Information Submitted by: _____

Head Coach _____

Date _____

2012 SPRING GAMES Half Court Basketball Registration (please fill out by team)

Delegation: SOMN Area: 11

Team Attending Area? Yes Drop Down Menu Team Attending Regional? No Drop Down Menu Team Attending State? Yes Drop Down Menu

Team Name: SOMN 3

Total Assessment Score will automatically calculate for each athlete.

Athlete Last Name:	Athlete First Name:	Date of Birth:	Ball Handling*	Passing*	Movement*	Game Awareness*	Shooting*	Rebounding*	Total
Anderson	Mark	1/1/1980	2	4	3	1	1	2	13
Anderson	Katie	1/1/1980	4	4	3	3	2	3	19
Halbur	Emily	1/1/1980	5	4	5	3	2	4	23
Reddall	Elizabeth	1/1/1980	5	6	5	3	3	3	25
									0
									0
Total score for all athletes									80
Please Fill in # of Players -->									4
Average amongst all players (will automatically be calculated)									20

*Please refer to information on next page for skill levels for each assessment area.

The maximum roster size for half court basketball 6.

If calculation does not work, please make note on this page in "Comments" and it will be fixed.

Comments:

Team Name: SOMN 3

1. Competition Record for Previous Three Games: Please list three games played in this competition season against another team - please submit any games played prior to area competition (we will receive area results from Area Coordinator)

Opponent*	Date	Score	Winner of Game Our team/Opponent	Our Team Stronger/Equal/Weaker than opponent
WMW	12-Feb	20-10	SOMN 3	Stronger
CHH	12-Feb	20-18	SOMN 3	Equal
WNG	12-Feb	16-18	WNG	Equal

2. If you brought this team to state in 2011, is your team (please underline or bold) :

Strongest Equal Weaker New Team

3. If this team came to last year's competition, what was their name last year (i.e. Wild Angels Silver)?

SOMN 3

4. Are you missing any key players? If so, please explain:

No

5. Any Additional Team Information about your team's ability level:

6. If your delegation is bringing more than one team to the basketball tournament, please rank your teams in order of their strength and indicate which division (1 - 5, 1 being strongest division) you feel they should play:

Half Court Teams

SOMN 3

SOMN 4

Division

2

5

7. If this team competed in the 2011 Special Olympics Minnesota State Basketball Tournament, do you feel they were divisioned appropriately for their abilities? (Please underline or bold) Yes No

Yes

No

If No, should they have been higher or lower?

(Please underline or bold) Higher

Lower

Information Submitted by:

Head Coach

Date

<p>Individual Assessment for Team Play</p>	<p>(one choice – should be the most representative of the athlete's skill level)</p> <p>A. Ball Handling</p> <p>Has difficulty dribbling and catching (1) Possesses some ball handling skills but they are very limited (2) Can handle ball with dominant hand only (3) Can handle ball with both hands (4) Has ability to go either direction on the dribble (5) Has ability to beat defender regularly with dominant hand (6) Has ability to beat defender regularly with either hand (7)</p> <p>(one choice – should be the most representative of the athlete's skill level)</p> <p>B. Passing</p> <p>Has difficulty completing a pass/short pass to a teammate (1) Can sometimes make a pass to an open teammate with token pressure (2) Can only complete a pass to a teammate after looking directly at him/her (3) Has ability to choose best type of pass (bounce, chest, skip, other) (4) Has ability to complete a no look or quick pass to an open teammate (5) Controls game with ability to complete an advanced pass (no look/snap pass) to open player when they are in good position (6)</p> <p>(one choice – should be the most representative of the athlete's skill level)</p> <p>C. Movement</p> <p>Maintains a stationary position; does not move to a loose ball (1) Moves only 1-2 steps toward ball or opponent (2) Moves toward ball; but reaction time is slow and only in a limited area of the floor (3) Movement permits adequate court coverage (4) Good court coverage; reasonably aggressive (5) Exceptional court coverage; aggressively anticipates (6)</p> <p>(one choice – should be the most representative of the athlete's skill level)</p> <p>D. Game Awareness</p> <p>Sometimes confused on offense and defense; may shoot at wrong basket (1) Can play in fixed position as instructed by coach; may go after an occasional loose ball (2) Limited understanding of game and can run some offensive and defensive sets – coach prompted (3) Moderate understanding of the game: some offensive and defensive sets and can occasionally fast break (4) Advanced understanding of the game and mastery of basketball fundamentals (5)</p> <p>(one choice – should be the most representative of the athlete's skill level)</p> <p>E. Shooting</p> <p>Periodically can make an uncontested lay-up (1) Can make shots inside of lane (2) Can make shots inside of lane and occasionally attempts a mid-range jump shot (3) Can make some mid-range jump shots (4) Can make some mid-range jump shots and will attempt shots beyond 15' (5) Has excellent shooting form and makes shots from all ranges on the court (6)</p> <p>(one choice – should be the most representative of the athlete's skill level)</p> <p>F. Rebounding</p> <p>No understanding of rebounding positions or principles, often beaten to a missed shot (1) Gets rebound only when they land directly to them (2) Goes after loose balls within 3 or 4 feet (3) Aggressively goes after rebounds and gets many (4) Exceptional ability to get to missed shots on both sides of the basket and either side of the court (5)</p>
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2012 SPRING GAMES Individual Skills Basketball Registration

Delegation: SOMN

Area: 11

Note: Individual skills will not be offered at Regional Games

Last Name:	First Name:	Birthday:	Gender:	Individual Skills Area Event:	Ind Skills Score	Advance to State?
			<i>Drop Down Menu</i>	<i>Drop Down Menu</i>		<i>Drop down menu</i>
Anderson	Mark	1/1/1980	Male	Individual skills with 10 meter	35	Yes
Anderson	Katie	1/1/1980	Female	Individual skills with 10 meter	54	Yes
Halbur	Emily	1/1/1980	Female	Individual skills with 10 meter	51	Yes
Reddall	Emily	1/1/1980	Female	Individual skills with 10 meter	70	Yes

***Athletes may only participate in either the Individual Skills OR Team Competition.**