

Special Olympics Montana Basketball

Sports Rules Modifications, Interpretations, and Points of Emphasis



The Official Special Olympics Sports Rules for Basketball dated September 22, 2016 will be in effect for the 2016 year. This document is intended to be used in conjunction with the USA Basketball rules and SOI Rules. SOMT also follows Montana State High School Association (MSHSA) and National Federation of High Schools (NFHS) rules where indicated. Therefore, those rules are not repeated here but they will be enforced unless in direct conflict to SOMT modifications.

Appropriate Attire and Equipment

Equipment

- A smaller basketball (28.5 women's/junior size) will be used for all individual skills divisions and will be made of composite leather.
- A traditional sized basketball (size 29) will be used for all team competitions.

Team Uniforms

You will notice Special Olympics, Inc has extensive rules regarding jerseys and other player attire. At this time, Special Olympics Montana is not enforcing the same uniforms standards. Beginning in 2015, the following standards will be applied:

- [Comprehensive uniform rules from NFHS are now available.](#)
- Teams should have either a light set or a dark set of uniforms. Reversible jerseys are acceptable as long they have legal numbers on both sides
- The following are legal numbers:
1,2,3,4,5,10,11,12,13,14,15,20,21,22,23,24,25,30,31,32,33,34,35,40,41,42,43,44,45,50,51,52,53,54,55. regarding 0 OR 00, you may have one but not both on a roster.
- Shirts worn under jerseys are considered part of the uniform and therefore must be the same color as the predominant color of the jerseys. Undershirts **are not** required, but if worn by more than one team member, they must be the same color and style. Teams with reversible jerseys must have undershirts that match both sides.
- Home and away teams will be assigned at competition: home = light, away = dark.
- Teams should have the following jersey/uniform options in order to be prepared for home/away assignments:
 - Two colors of jerseys and t-shirts (if worn) (light and dark),
 - Pinnies, or
 - Reversible jerseys and t-shirts.
- Players are allowed to wear medical devices like knee braces or wristguards, but they must be approved by the competition manager and/or official before the start of the game. Depending on the severity of the device and any safety issues, a doctor's note may be required in order for the player to wear this device at qualifier or state-level competition.
- Shorts & Socks
 - It is not necessary that shorts and socks match the color of the jersey, but all team members must match.
- Headgear, wrist/arm gear, and shoes
 - Compression sleeves, headbands and wristbands must be unadorned and be the predominant color of the jersey, white, black, or beige. If worn, all players must wear the same color compression sleeves, headbands and/or wristbands.
 - Athletics shoes with non-marking soles.
 - All jewelry is prohibited (medical ID tags, if worn, must be taped to the person).
 - Athletes wearing eyeglasses must also have an eyeglass strap.

Individual Skills

- Athletic shorts (no jeans), or athletic pants (sweat pants/wind pants)
- Athletic shoes with non-marking soles
- All jewelry is prohibited (medical ID tags, if worn, must be taped to the person).
- Athletes wearing eyeglasses must also have an eyeglass strap.

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Competition Interpretations and Modifications

- All athletes should be involved in meaningful competition and must enter the game. Failure to play all athletes may subject the team to forfeiture.
- In order for a player to establish legal guarding position, both feet must be touching the “playing court,” (i.e. both feet in-bounds).
- **Forfeiture:** A team automatically forfeits the game if they are ten minutes late.
- There will be four 30 second time-outs awarded to each team to be used for the entire game. One additional time-out will be given to each team if the game goes into overtime.

Team full court team competition:

- The maximum allowable roster size is 12 players for 5-on-5.
- Double dribble will be strictly enforced.
- Coaches are **NOT** allowed on the court during competition at any level.
- A game consists of 2 fifteen minute halves with a running running clock, except for the last minute of each half, all shooting fouls, time outs, and during substitutions.
- If a game is tied at the end of regulation, a one-minute overtime period will occur. The clock will be stopped on all dead balls, foul shots, and timeouts. If the game is still tied after the one-minute period, the game will be decided by the team that scores the next basket (i.e. sudden death). This untimed period will occur following a one minute break.
- A substituting player must notify the scorekeeper and wait for the referee’s signal to enter the game. Substitutions will only be made during dead balls.
- The penalty for double personal, double technical and simultaneous fouls will result in an alternating possession throw-in to resume play from the point of interruption.
- If a player participates after being disqualified (fouled out), the coach will be penalized with a direct technical foul.
- There may only be 4 defensive and 2 offensive players permitted on marked lane spaces during free throws, with the spaces closest to the free-throw line remaining vacant.
- Two free throws are awarded on and after the 7th team foul.
- Team control exists during a team throw-in. The defending team, if in bonus, is no longer granted free throws if the throw in team commits a foul.
- When an opponent contacts the thrower-in, an intentional foul will be charged to the offender.
- Five second closely guarded count begins as soon as the ball is in play.
- The press is only allowable within the last two minutes of each half, but must be pulled off if the pressing team gains a ten point advantage over their opponent.

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Unified Competition:

The goal of Unified Sports is to provide meaningful competition to all of the athletes involved. "Player dominance" is the one issue that prevents meaningful competition for everyone. The following will be the guidelines for 2014-2015. Player dominance will be the focus of how we build and grow Unified basketball. The following is a list of, and is not limited to, what may be considered "dominant play":

- Players of higher ability only pass to one another
- Players of lower ability rarely receive the ball
- Players of lower ability are rarely involved in team play
- In the last two minutes of competition, the participation of higher-ability athletes is noticeably increased to the exclusion of lower ability teammates

It is **NOT** "player dominance" when players have the opportunity to display their individual skills to the best of their ability. Opportunities include, but are not limited to, the following:

- Fast break and layup after a steal
- Open shot
- Playing the point guard position

Officials will be monitoring the contributions of the players. The official will be responsible for making sure that "meaningful involvement" is being achieved for each team. If a consistent pattern of player dominance occurs the following protocols will be taken:

1. The action is considered unsporting behavior by the coach; a VIOLATION is charged to the TEAM. An official time out will be called, and the coach will be charged with an official warning. The scorekeeper will record the name(s) and number(s) of the players involved. If a goal is scored by the offending team due to this violation, it shall count.
2. If a second violation occurs, the coach will be charged with a TECHNICAL FOUL for unsporting behavior resulting in a two-shot penalty and possession at the *free throw line extended* for the opposing team. If a goal is scored due to this violation, it shall **NOT** count.
3. If a third violation occurs, the coach will be charged with a TECHNICAL FOUL for unsporting behavior resulting in a two-shot penalty and possession at the *free throw line extended* for the opposing team. If a goal is scored due to this violation, it shall **NOT** count. The coach and player(s) involved (if that player was involved repeatedly) shall be ejected.

Registration Process

- Coaches are required to submit ratings for all players.

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3-on-3 half court team competition:

- The maximum allowable roster size is 6 players for 3-on-3
- Coaches are **NOT** allowed on the court during competition at any level.
- A game consists of two 10 minute halves and a 5 minute halftime
- Each team will receive two 60 second time outs for the entire game.
- The game begins with a coin toss to determine who receives possession. There are no jump balls. Alternating possession will be used after the initial coin toss.
- There will be a running clock until the final minute of regulation play. During the final minute the clock will stop for all dead ball situations.
- If overtime is required, the period will begin with a coin toss for possession. Overtime will be a 1 minute period. The clock will be stopped during dead ball situations.

Competition

- The referee will handle the ball on all out of bounds plays.
- Teams change possession after a made field goal. However, if a player is fouled in the act of shooting and makes the basket, the field goal counts, and the offended team retains possession.
- The throw-in spot in **ALL** cases will be at or near the top of the key, designated by an X. (See below)
- On **ANY** change of possession, (not resulting from a dead ball) the team which just gained possession of the ball **MUST** take the ball back behind the foul line extended before shooting.
- A violation has occurred when the team who has just gained possession attempts a field goal without taking it back behind the free throw line extended.
- There are no individual or team fouls limits in 3-on-3 competition. However, if a player becomes too aggressive, the referee may ask the coach to sit that individual.
- It is a violation to double dribble and it will be enforced
- In the event one team gains a ten-point advantage, the clock shall not stop at any point, besides for timeouts. In the event the score difference is again within 10 points, the original clock rule will be put back into effect.

