

Unified Basketball Guidelines

Meaningful Inclusion/Player Participation

Meaningful inclusion in basketball is defined as participating in a minimum of 2 minutes per half in 5x5 games and a minimum of 3 points (non-consecutive) in 3x3.

The trained Special Olympics Montana coach is held to a standard of professionalism and competency as indicated by Sports Rules and the provisions of the Coach's Code of Conduct. In any team athletic competition, the actions of players are the fundamental responsibility of the coach. **By permitting a player or players to clearly dominate play, resulting in reduced opportunities or limited roles for teammates, the spirit and intent of the Unified Sports Rules and philosophy thereto is violated.** The coach is held accountable for violations pursuant to the Sports Rules and Coach's Code of Conduct and, therefore, subject to penalty for unsporting behavior.

What constitutes player dominance (*Unified Basketball*) is a **consistent pattern** of behavior in which meaningful involvement is not followed. The following is a list of, and is not limited to, what may be considered "dominant play":

1. Players of higher ability only pass to one another.
2. Players of lower ability rarely receive the ball.
3. Players of lower ability are rarely involved in team play.
4. In the last two minutes of competition, the participation of higher-ability players 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:

1. Fast break and layup after a steal.
2. Open shot.
3. Playing the point guard position.

The following procedures will be implemented:

- A crew of officials is assigned to monitor the competition.
- An additional official in uniform will be positioned at the scorer's table, seated next to the official scorer, to observe player performance and be responsible for meaningful involvement.
- The following protocol will be followed when a consistent pattern of player dominance occurs:
 1. The action is considered unsporting behavior by the coach. A **first violation** is charged TO THE TEAM. An "administrative time out" will be called, and the coach will be charged with an official warning. An entry will be noted in the official scorebook (score sheet). The scorebook/score sheet entry shall include the number(s) of the player(s) involved. If a goal is scored by the offending team pursuant to this violation, it shall count.

2. If there is a **second occurrence**, the coach will be charged with a TECHNICAL FOUL for unsporting behavior, resulting in a two-shot penalty and a throw-in at the *free throw line extended* in the frontcourt of offended against team. If a goal is scored by the offending team pursuant to this technical foul, the goal shall be cancelled.
3. A **third occurrence** results in the coach being charged with a TECHNICAL FOUL for unsporting behavior, resulting in a two-shot penalty and a throw-in at the *free throw line extended* in the frontcourt of offended against team. If a goal is scored by the offending team pursuant to this technical foul, the goal shall be cancelled. The coach and player(s) involved (if that player was involved repeatedly) shall be ejected and participation ribbon awarded.

Unified Basketball Game Summary and Checklist

Home Team: _____ Away Team: _____

Date: _____ Venue: _____ Court: _____ Game Time: _____ Division: _____

Names of Committee members evaluating this game: _____

Home Team: _____
Check all that apply.

1. Player utilization

- Every player on roster played in the game.
- One player did not play; identify number & name:

- Reason did not play: injured
- Reason did not play: medical/medication issue (GOC)
- Reason did not play: behavior issue
- Reason did not play: not good enough; overlooked
- Reason did not play: other _____
- Two players did not play; identify numbers, names, reason:

- All players had meaningful roles and contributed in some way.
- Most players had meaningful roles and contributed in some way.
- There were a few players who were inappropriate for this team and were not able to contribute.
- List numbers and names of those inappropriate players?

2. Outstanding players (clearly above the rest of the team in ability and game knowledge)

- List numbers and names of those high ability players?

- There is a potential for player dominance in future games. Select players blended skills to play with teammates.

3. Team(s) ability to adjust to competitive levels

- Team is able to adjust to different competitive levels (high functioning).
- Team is able to adjust to a level closest to their abilities.
- Team is not able to adjust.

Additional Comments:

Away Team: _____
Check all that apply.

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