

# 2017 State Basketball Competition Information Packet

***Special  
Olympics***  
*Montana*



**Helena, MT- November 9<sup>th</sup>-11<sup>th</sup>**

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## Introductory Information

The 2017 State Basketball Tournament competitions will be hosted at 8 different venues, across Helena. They are—

- Capital High School- 5v5 competition
- Clancy School- 5v5 competition
- CR Anderson Middle School- Individual Skills
- Four Georgians Elementary School- 5v5 competition
- Helena High School- 5v5 competition
- Helena Middle School- 3v3 competition
- Montana City School- 5v5 competition
- Smith Elementary School- 5v5 competition

### **Venue Signage and Parking**

Follow all signage for venues. It has been placed where the venues have requested. In order to keep good relationships with our venues, all Special Olympics stakeholders need to cater to venue requests. Do not park in NO PARKING/DO NOT ENTER zones, as these are reserved for teachers and employees of our utilized venues.

### **Modifications**

All modifications or questions about modifications need to be reviewed and have prior approval from the SOMT Sports Department. Please contact the VP of Sports, Jamie Wood, or Sports Director, Scott Held, at 406-216-5327.

## Player ratings

ALL players need to be rated by their coaches for team evaluation. Please visit and view the video at <http://somt.org/state-basketball-tournament/> for a reference and guide on how to rate players. Player rating and evaluation forms are attached at the end of the packet.

## Competition

The tournament consists of two days of competition. Day 1 will be a pool play day. In the evening, following competition, the SOMT Sports Department will redivision and post Day 2 schedules online. Day 2 will be an award day.

## Schedule of events

### Thursday, November 9<sup>th</sup> – Lewis & Clark Fairgrounds

4:30 – 6:00pm	Registration (\$20 per person fee)	L&C Fairgrounds
6:15 – 6:45pm	Team Line-up for Parade of Athletes	L&C Fairgrounds
7:00 – 8:30pm	Opening Ceremony	L&C Fairgrounds
9:00 – 10:00pm	Coaches Meeting (9pm or immediately following opening ceremony)	L&C Fairgrounds

### Friday, November 10<sup>th</sup>

8:00am – 4:00pm	Nerve Center	Competition Venues
8:00am – 4:00pm	Team Competition	All Court Venues
8:00am – 11:00am	Individual Skills (prelim)	CR Anderson
11:00am – 1:00pm	Lunch Pick-up	L&C Fairgrounds
5:30pm – 7:00pm	Family Dinner	East Helena City Hall Gym
5:45pm – 7:00 pm	Team Dine Out	Various locations
6:30pm – 9:00pm	Merchandise Sales	L&C Fairgrounds
6:30pm – 9:00pm	Healthy Athletes	L&C Fairgrounds
7:00pm – 9:00pm	Carnival Dance	L&C Fairgrounds

### Saturday, November 11<sup>th</sup>

8:00am – 1:00pm	Nerve Center	Competition Venues
8:00am – 1:00pm	Team Competition & Awards	All Court Venues
9:00am – 11:00am	Individual Skills – Finals & Awards	CR Anderson
11:00am – 1:00pm	Lunch Pick-up	L&C Fairgrounds

### Roles available:

Athlete  
 Coach  
 LPC  
 Area Director  
 Volunteer  
 Unified Teammate

## Changes for 2017 Basketball

- CR Anderson Middle School will be hosting Individual Skills competition. Both of the school's gyms will be utilized, and there is an elevator to allow access between.
- Four Georgians and Smith Elementary Schools will be utilized for 5v5 competition.



# 2017 Basketball Venues

\*Times may vary based on venue and pace of play\*

All venue descriptions will include address, competition level, number of gyms, and seating availability (limited, ample).

- Capital High School.
  - 100 Valley Drive, Helena, MT 59601
  - 5v5 competition
  - 2 gyms
  - Ample seating
  
- Clancy School.
  - 18 Clancy Creek Road, Clancy, MT 59634
  - 5v5 competition
  - 1 gym
  - Ample seating
  - Approximately a 15 minute drive from Helena.
  
- CR Anderson Middle School.
  - 1200 Knight Street, Helena, MT 59601
  - Individual Skills
  - 2 gyms
  - Limited seating
  
- Four Georgians Elementary School.
  - 555 West Custer Ave, Helena, MT 59601
  - 5v5 competition
  - 1 gym
  - Limited seating
  
- Helena High School.
  - 1300 Billings Avenue, Helena, MT 59601
  - 5v5 competition
  - 3 gyms
  - Ample seating

- Helena Middle School.
  - 1025 North Rodney Street, Helena, MT 59601
  - 3v3 competition
  - 1 gym, 2 half-courts
  - Ample seating
- Montana City School.
  - 11 McClellan Creek Rd, Clancy, MT 59634
  - 5v5 competition
  - 1 gym
  - Ample seating
  - Approximately a 10 minute drive from Helena.
- Smith Elementary School.
  - 2320 5<sup>th</sup> Avenue, Helena, MT 59601
  - 5v5 competition
  - 1 gym
  - Limited seating



# Special Olympics Montana

## Basketball Rules

The Official Special Olympics Sports Rules for Basketball dated June 2017 will be in effect for the 2017-2018 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 enforcing the same uniforms standards. Uniform standards are as below:

- [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.

#### **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 competition:**

- The maximum allowable roster size is 12 players for 5-on-5.
- Double dribble will be enforced. Depending on the level of competition and game situation, there is small room for leeway.
- Coaches are **NOT** allowed on the court during competition at any level.
- A game consists of 2 fifteen minute halves with a running clock, except for the last minute of each half, all shooting fouls, time outs, and during substitutions. There will be a five minute halftime period.
- 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 7<sup>th</sup> 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.

### **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 2017-2018. 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.

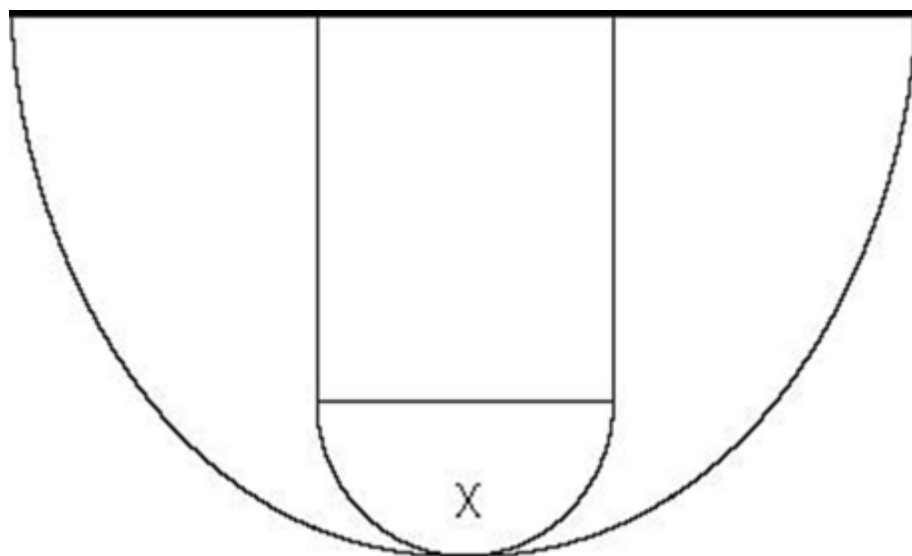
### **3-on-3 half court team competition:**

- 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.
- On fouls, play will be stopped, and the offended team will receive possession at the throw-in spot. There will not be foul shots.
- 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. In taking the ball back, either the ball must touch the free throw line extended or the area behind it.
- 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



<b>Individual Skills Assessment for Team Basketball</b>
<b>Recommend at least two evaluations are completed prior to the final evaluation</b>

Name: \_\_\_\_\_  Athlete  Partner

### Individual Assessment for Team Play

<b>A. Ball Handling</b> (one choice- should be the most representative of the athlete's skill level) Has difficulty dribbling and catching (2) Possesses some ball handling skills but they are very limited (3) Can handle ball with dominant hand only (4) Can handle ball with both hands (5) Has ability to go either direction on the dribble (6) Has ability to beat defender regularly with dominant hand (7) Has ability to beat defender regularly with either hand (8)	<b>Score:</b> <input type="text"/>
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<b>B. Passing</b> (one choice- should be the most representative of the athlete's skill level) Has difficulty completing a pass/short pass to a teammate (2) Can sometimes make a pass to an open teammate with token pressure (3) Can only complete a pass to teammate after looking directly at him/her (4) Has ability to choose best type of pass (bounce, chest, skip, other) (5) Has ability to complete a no look or quick pass to an open teammate (6) Controls game with ability to complete an advanced pass (no look/snap pass) to open player when they are in good position (8)	<b>Score:</b> <input type="text"/>
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<b>C. Movement</b> (one choice- should be the most representative of the athlete's skill level) Maintains a stationery position; does not move to a loose ball (2) Moves only 1-2 steps toward ball or opponent (3) Moves toward ball; but reaction time is slow and only in a limited area of the floor (4) Movement permits adequate court coverage (5) Good court coverage; reasonably aggressive (6) Exceptional court coverage; aggressive anticipation (8)	<b>Score:</b> <input type="text"/>
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**D. Game Awareness**

(one choice- should be the most representative of the athlete's skill level)

Sometimes confused on offense and defense; may shoot at wrong basket (2)

Can play in fixed position as instructed by coach; may go after an occasional loose ball (3)

Limited understanding of the game and can run some offensive and defensive sets - coach prompted (4)

Moderate understanding of the game, some off and def sets and can occasionally fast break (6)

Advanced understanding of the game and mastery of basketball fundamentals (8)

Score:

**E. Shooting**

(one choice- should be the most representative of the athlete's skill level)

Periodically can make an uncontested layup (2)

Can make shots inside of lane (3)

Can make shots inside of lane and occasionally attempts a mid range jump shot (4)

Can make some mid range jump shots (5)

Can make some mid range jump shots and will attempt shots beyond 15' (6)

Has excellent shooting form and makes shots from all ranges on court (8)

Score:

**F. Rebounding**

(one choice- should be the most representative of the athlete's skill level)

No understanding of rebounding positions or principles, often beaten to a missed shot (2)

Gets rebounds only when they land directly to him/her (3)

Goes after loose balls within 3 to 4 steps (4)

Aggressively goes after rebounds, gets many (6)

Exceptional ability to get to missed shots on both sides of the basket and either side of the court (8)

Score:

TOTAL  
SCORE:

**Divide TOTAL SCORE by 6 to determine OVERALL RATING**

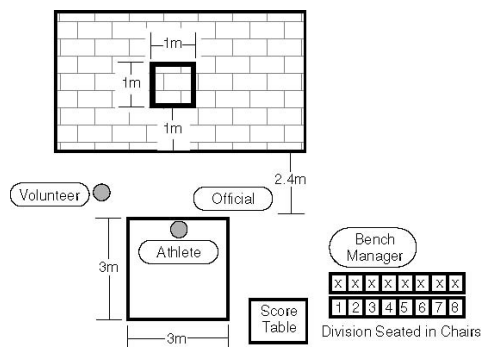
(round off to the nearest tenth I.e.  $4.97 = 5.0$  or  $3.53 = 3.5$ )

OVERALL RATING:

**Instructions:** Rate every athlete participating in 3v3 or 5v5 competition. Add all of their ratings together, divide by the number of athletes on the team, and that will give you your OVERALL RATING. Visit <http://somt.org/state-basketball-tournament/> for an example video on how to rate athletes.

# Individual Skills ratings

## Event #1: Target Pass



1) Purpose: to measure an athlete's skill in passing a basketball.

2) Equipment

Two basketballs (for women's and junior division competitions, a smaller basketball of 72.4 centimeters [28 1/2 inches] in circumference and between 510–567 grams [18–20 ounces] in weight may be used as an alternative), flat wall, chalk or floor tape, and measuring tape.

3) Description

A 1 meter (3 feet 3 1/2 inches) square is marked on a wall using chalk or tape. The bottom line of the square shall be 1 meter (3 feet 3 1/2 inches") from the floor. A 3 meter (9 feet 9 inches) square will be marked on the floor 2.4 meters (7 feet) from the wall. The athlete must stand within the square. The leading wheel axle of an athlete's wheelchair may not pass over the line. The athlete is given five passes.

4) Scoring

The athlete receives three (3) points for hitting the wall inside the square.

The athlete receives two points (2) for hitting the lines of the square.

The athlete receives one (1) point for hitting the wall but not in or on any part of the square.

The athlete receives one (1) point for catching the ball in the air or after one or more bounces while standing in the box.

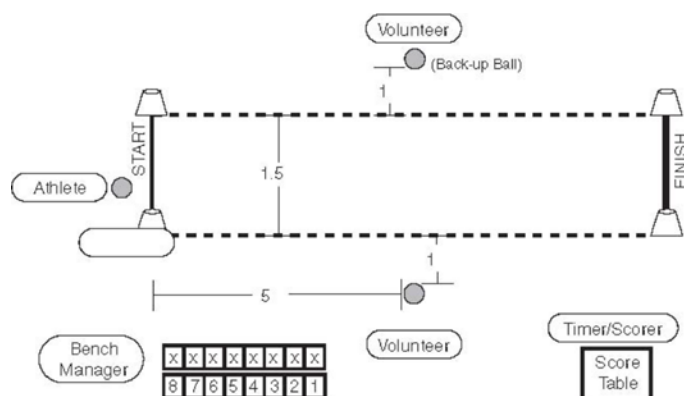
The athlete receives zero (0) points if the ball bounces before hitting the wall.

The athlete's score will be the sum of the points from all five passes.

Attempts	1	2	3	4	5	SCORE
<b>Target Pass</b>						

**Maximum score possible - 20**

## Event #2: Ten-meter Dribble



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

1) Purpose: to measure an athlete's speed and skill in dribbling a basketball.

2) Equipment:

Three basketballs (for women's and junior division competitions, a smaller basketball of 72.4 centimeters [28 1/2 inches] in circumference and between 510–567 grams [18–20 ounces] in weight may be used as an alternative), four traffic cones, floor tape or chalk, measuring tape and a stopwatch.

3) Description

The athlete begins from behind the start line and between the cones.

The athlete starts dribbling and moving when the official signals.

The athlete dribbles the ball with one hand for the entire 10 meters (32 feet 9 3/4 inches).

A wheelchair athlete must alternate, taking two pushes followed by two dribbles for legal dribbling.

The athlete must cross the finish line between the cones and must pick up the basketball to stop the dribble.

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.

4) Scoring

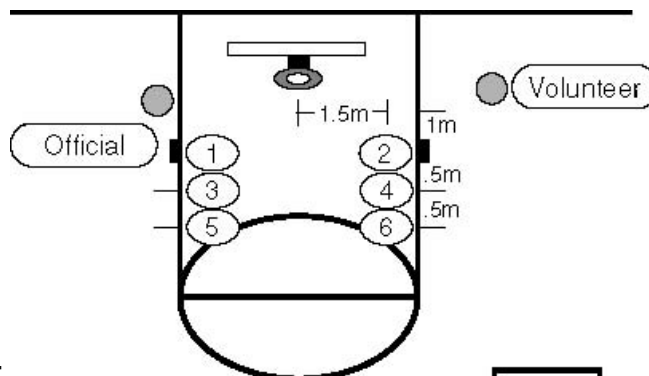
The athlete will be timed from the signal "Go" to when he/she crosses the finish line between the cones and picks up the basketball to stop the dribble.

A one-second penalty will be added every time the athlete illegally dribbles (e.g., two-hand dribbles, carries the ball, etc.).

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.

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).

Attempts	1 <sup>st</sup> Time	Penalty Points	Score	2 <sup>nd</sup> Time	Penalty Points	Score	<b>BEST SCORE</b>
<b>Ten Meter Dribble</b>							



### **Event #3: Spot Shot**

1) Purpose: to measure an athlete's skill in shooting a basketball.

2) Equipment

Two basketballs (for women's and junior divisions competitions, a smaller basketball of 72.4 centimeters [28 1/2 inches] in circumference and between 510–567 grams [18–20 ounces] in weight may be used as an alternative), floor tape or chalk, measuring tape and a 3.05 meter (10 feet) regulation goal with backboard (for junior division competitions, a 2.44 meter [8 feet] goal may be used as an alternative).

3) Description

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:

#1 & #2 =1.5 meter (4 feet11 inches) to the left and right plus 1 meter (3 feet 3 ½inches) out.

#3 & #4 =1.5 meter (4 feet11 inches) to the left and right plus 1.5 meter (4 feet 11 inches) out.

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

The athlete attempts two field goals from each of six spots. The attempts are taken at spots **#2, #4 and #6**, and then at spots **#1, #3 and #5**.

4) Scoring

For every field goal made at spots #1 and #2, two (2) points are awarded.

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

	Spot 2	Spot 4	Spot 6	Spot 1	Spot 3	Spot 5	
Spot Shot							
							<b>Total Score</b>
<b>Totals</b>							

**Maximum score possible - 36**