

# *Coaches Handbook*





## 2025 State Basketball Tournament November 6-8 Helena, Montana

### SCHEDULE

#### Thursday, November 6

4:30 pm - 5:00 pm  
5:00 pm - 6:15 pm  
6:15 pm - 7:30 pm  
7:45 pm - 8:15 pm

Team Registration/Check In  
Live Band/Team Seating  
Opening Ceremony  
Coaches Meeting

**L&C Fairgrounds Entry Hall**  
**L&C Fairgrounds Exhibit Hall**  
**L&C Fairgrounds Exhibit Hall**  
**L&C Fairgrounds Entry Hall**

#### Friday, November 7

9:00 am - 3:30 pm  
9:00 am - 3:30 pm  
11:00 am - 1:00 pm  
5:00 pm - 7:00 pm  
5:00 pm - 7:00 pm  
6:00 pm - 9:00 pm  
6:00 pm - 9:00 pm  
7:00 pm - 9:00 pm

Individual Skills  
Team Competition  
Lunch Pick-up  
Friends & Family Dinner  
Team Dine Out  
Healthy Athletes  
Merchandise Sales  
Dance Carnival

**Competition Venue**  
**Competition Venues**  
**L&C Fairgrounds Entry Hall**  
**Double Tree by Hilton**  
**Various locations**  
**L&C Fairgrounds Entry Hall**  
**L&C Fairgrounds Entry Hall**  
**L&C Fairgrounds Exhibit Hall**

#### Saturday, November 8

9:00 am - 3:30 pm  
9:00 am - 3:30 pm  
11:00 am - 1:00 pm

Individual Skills- Awards  
Team Competition- Awards  
Lunch Pick-up

**Competition Venue**  
**Competition Venues**  
**L&C Fairgrounds Entry Hall**

#### Venues (Gym assignment)

Capital High School (3v3)	100 Valley Drive	Helena
Helena High School (5v5)	1300 Billings Ave.	Helena
Helena Middle School (5v5)	1025 North Rodney St.	Helena
CR Anderson (upper) (5v5)	1200 Knight St.	Helena
CR Anderson (lower) (Skills)	1200 Knight St.	Helena
Central Elementary (5v5)	402 North Warren St.	Helena
Bryant Elementary (5v5)	1520 Livingston Ave.	Helena
Four Georgians (3v3)	555 West Custer Ave	Helena
Jim Darcy Elementary (5v5)	990 Lincoln Rd W	Helena
East Valley Middle School (5v5)	401 N Kalispell Ave	East Helena

# 2025 State Basketball Emergency Response Plan

**These procedures will prepare you to respond quickly in the event of medical incidents or emergencies and help prepare you for a safe experience during the games.**

## **Before Leaving for State Games**

- Have an updated list of medications for each athlete.
- Verify possession of medical forms for each athlete (SO requirement).
- Bring a photograph of all athletes and volunteers attending. (individual or group)
- Remind athletes of the following:
  - Bring extra medications in the event of delays.
  - Remain home if you are showing any illness symptoms.
- Add into your phone contacts the SOMT Emergency Contacts:
  - Vickie Donisthorpe, COO, 406-315-4215 [vdonisthorpe@somt.org](mailto:vdonisthorpe@somt.org)
  - Bill Polk, Sports Director, 406-315-4211 [bpolk@somt.org](mailto:bpolk@somt.org)
  - Brittani Bush, VP Sports, 406-315-4216 [bbush@somt.org](mailto:bbush@somt.org)

## **General Emergency Procedure**

- Immediately contact emergency services in the event of a life-threatening incident and follow emergency services instructions.
- Call 911 if on-site emergency services are not immediately available and follow emergency services instructions.
  - SOMT will make every effort to ensure emergency services are available at Opening Ceremonies/Dance Carnival/Healthy Athletes and sporting venues. Due to the nature of these services, there may be times when they are not readily available.
- Notify the Venue Director and one of the Emergency Contacts listed above.
- Care for the athlete and control the immediate area:
  - Keep the area around the athlete clear of non-family members or equipment to allow emergency services access and for privacy.
  - Calmly talk to the athlete and explain what is happening. Someone they know and trust should always remain with them.
  - Do not give liquids or food or move the athlete.

## Emergency Response Procedures

Event	Action
Coaches and Local Program Coordinators arriving at Competition Venue (Reference maps in Coaches Handbook)	<ul style="list-style-type: none"> <li>• Locate the Venue Director in a branded SOMT shirt.</li> <li>• Locate nearest emergency services/first aid station.</li> <li>• Locate the nearest emergency or evacuation exit doors.</li> </ul>
<i>Minor</i> Injury during Competition (sprains, abrasions, non-concerning injuries)	<ul style="list-style-type: none"> <li>• Contact First Aid or Emergency Services on-site if available.</li> <li>• Contact the Venue Director and the SOMT staff member on site.</li> <li>• Complete SOMT incident report and give it to Venue Director. (Incident Reports will be available at every venue.)</li> <li>• Consult emergency services for all head injuries.</li> </ul>
<i>Major</i> Injuries during Competition	<ul style="list-style-type: none"> <li>• Contact First Aid or Emergency Services on-site if available.</li> <li>• Call 911 if First Aid or Emergency Services are not available.</li> <li>• Contact the Venue Director and the SOMT staff member on site.</li> <li>• Complete incident report and give it to Venue Director. (Incident Reports will be available at every venue.)</li> </ul>
Theft	<ul style="list-style-type: none"> <li>• Consult Venue Director or the SOMT staff member on site.</li> <li>• If the individual wants to file a police report, they should contact law enforcement. <b>406-447-8461</b></li> <li>• Local Program Coordinators or Coaches will be contacted and asked to file an incident report.</li> </ul>
Security, Violence and Threats	<ul style="list-style-type: none"> <li>• Contact the police officers either on-site or 911 immediately for situations involving violence or threats.</li> <li>• Contact school officials.</li> <li>• SOMT staff, athletes and volunteers will follow the directives of police officers, school officials, and emergency responders.</li> </ul>
Evacuation Plan (SOMT will follow established venue evacuation plans.)	<ul style="list-style-type: none"> <li>• Locate evacuation exit doors marked on the maps in the Coaches Handbook.</li> <li>• In case of an evacuation, coaches and teams need to vacate the building quickly and set a spot to meet away from the building.</li> <li>• Coaches will complete a roll call, and wait for directions from venue officials, law enforcement or emergency responders.</li> <li>• If a member of your group is missing, notify officials immediately.</li> </ul>
Missing Person	<ul style="list-style-type: none"> <li>• The coach or volunteers should immediately search the area including venue grounds, restrooms, concessions and spectator areas.</li> <li>• The head coach of the delegation confirms that the athlete is missing and then contacts the parent/guardian and Venue Director.</li> <li>• Venue Director designates someone to go to the office to make an announcement for the athlete to return to their team.</li> <li>• The Venue Director contacts law enforcement right away.</li> </ul>

	<ul style="list-style-type: none"> <li>• The SOMT staff and volunteers will follow the directives of the law enforcement officers until the missing person is found and returned to the delegation.</li> <li>• Meanwhile, the Venue Director contacts the SOMT Emergency Contact who goes to the venue to assist.</li> <li>• The head coach needs to complete a Missing Person's Report form with the following details: personal details (name of athlete, height, weight, age, hair color, distinctive features) last known location/time, medical information, and a call back/contact number for the coach.</li> <li>• The head coach should make sure that other coaches and volunteers remain with the team and provide support.</li> <li>• The SOMT Emergency Contact staff contacts SOMT's Mar/Comm Sr. Director and the CEO to facilitate communication.</li> <li>• Inform all involved parties that the search is complete.</li> </ul>
Environmental Emergencies (Inclement weather, air quality, etc.)	<ul style="list-style-type: none"> <li>• SOMT Sports staff and the Venue Director will assess, adjust, and implement changes to the event as needed.</li> <li>• In case of extreme conditions, the event will be cancelled.</li> </ul>
Medical Emergencies Away from Competition or After Hours	<ul style="list-style-type: none"> <li>• Call 911 to determine how to handle the situation.</li> <li>• Contact one of the Emergency Contacts listed above and complete an incident report.</li> <li>• <b>St. Peter's Health 406-457-4180 2475 E Broadway Street</b></li> </ul>
Lost and Found	<ul style="list-style-type: none"> <li>• Contact the venue or check at the lunch pick-up area at the Lewis and Clark Fairgrounds until Saturday at 1:00.</li> </ul>
Communication	<ul style="list-style-type: none"> <li>• SOMT will provide updates and changes through text messages, emails, and social media.</li> </ul>
Non-Emergency Disruptions During Event	<ul style="list-style-type: none"> <li>• Contact Venue Director and SOMT Staff on-site.</li> </ul>

## Team Check-In

Team check-in is 4:30 – 5:00 pm on Thursday, November 6th at the Entry Hall, Lewis & Clark Fairgrounds. Follow the entrance signs. Coach and athlete packets, along with raffle tickets will be distributed at this time.

**A representative from each team/delegation MUST check in.**

## Opening Ceremony

### Opening Ceremony

- *An interpreter will be at the Opening Ceremony and there will be seating at the front for those needing service.*
- Athletes should wear their warm-up uniforms, if possible. Competitors not in uniform should wear appropriate clothing, giving a uniform look to each team.
- Athletes who use wheelchairs will accompany their teams into the Exhibit Hall and then remain on the floor in their designated area.
- Loud sounds and bright lights may accompany the Opening Ceremony. Please be prepared to help athletes who may be sensitive to such situations. The Sensory Relief Room will be available during Opening Ceremonies and Dance/Carnival located near the entrance to Exhibit Hall.

## Mandatory Coaches Meeting

A mandatory coaches meeting for the **HEAD** coach of each team will take place at the Entry Hall, Lewis & Clark Fairgrounds following the Opening Ceremony.

- Divisions/Competition format: pool play/prelims on Friday – bracket play/finals on Saturday
- Re-divisioning – **Saturday schedule will be distributed in the evening, via Facebook, the SOMT website and emails to LPCs. Printed brackets will be posted at every venue.**
- Venue Directors will be in neon green T-shirts.
- Game length 5 on 5
  - o Friday - (2) 15 min halves, 5 min half time, (2) 30 second timeouts per half
  - o Saturday - (2) 15 min halves, 5 min half time, (2) 30 second timeouts per half
- Game length 3 on 3
  - o Friday - (2) 10 min halves, 5 min half time, (2) 60 second timeouts per game
  - o Saturday - (2) 10 min halves, 5 min half time, (2) 60 second timeouts per game
- Have your team ready to play prior to the completion of the game scheduled before yours. Roster forms must be filled out for the scorebook. The forms can be picked up by the score table.
- Show up minimum 15 minutes before game time to be prepared.
- Protest form- See venue director if a protest is necessary. **You must have completed all requirements for a level one coach.**
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## Friends and Family

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- Friends and Family Dinner – For friends and family ONLY, not athletes or teams.

- Team Dinners – All teams must attend their assigned Team dinner and **MUST HAVE CREDENTIALS!**

## **Team Spokesperson**

Level one or higher certified basketball coach or LPC for each team will be given a wristband. This is the person who will communicate with officials or the Venue Director regarding game issues and possible protests.

## **Credentials**

Identification nametags will be provided for each athlete, unified partner, coach, LPC, area director and volunteer registered in the 2025 State Basketball Tournament. They will be included in the delegation/team packet at registration. Credentials should be worn at all times during the tournament, except when the athletes and unified partners are competing. **Please recycle credentials at each venue if you do not want to keep them.**

## **Thank You Cards**

Blank thank you cards will be available in your registration packets. Athletes and coaching staff can write a quick thank you and distribute them as you see fit. You can leave them at restaurants, with your Friday night host, school custodians, your venues, referees, etc. The community of Helena has been an incredible host, and we want them to know how much we appreciate everything they have done.

## **Lunches**

Lunches will be available for pickup on Friday and Saturday in the Entry Hall of Lewis & Clark Fairgrounds from 11:00am-1:00pm. Coaches are responsible for picking the lunches up for their teams and delivering them to their athletes.

**When picking up lunches, lunch vouchers are no longer required. Volunteers have sorted lunches according to the number of participants sent in on your registration.**

## **Bus Parking/Drop Off/Team Entrance (see map for visual)**

**Capital High School** – Bus parking where available. Drop off in bus loop in front of school.

**Helena High School** – Drop off on Roberts Street. Buses Park on other side of practice football field along the street on Harris

**Helena Middle School** – Bus parking on street. Drop-off by Vigilante Stadium.

**CR Anderson Middle School**– Bus parking along the street. Drop-off on Knight Street.

**Central Elementary School** – Bus parking where available. Drop-off on Warren St.

**Bryant Elementary School** – Drop-off on Livingston Ave, parking on Harris Street, as available.

**Four Georgians Elementary School** – Bus parking and drop off in main lot.

**Jim Darcy Elementary** – Drop off using bus loop, park in large lot where available.

**East Valley Middle School** – Drop off using bus loop. Street parking

## **Green Lanyard Initiative**

SOMT will continue the Green Lanyard Initiative during the State Basketball Tournament. Youth officials will be identifiable by the green lanyard they will be wearing. The green lanyards will serve as a reminder to coaches and spectators that these officials are youth volunteers and SOMT will have a zero-tolerance policy in regard to taking away a safe environment in which they can work and learn. Coaches, athletes, and spectators who harass officials will be placed in the unsportsmanlike conduct protocol. Unsportsmanlike conduct protocol consists of the following: Bench warning, technical foul, forfeiture of game and removal from the venue.

# **5v5 RULES**

## **PLAYER DEVELOPMENT**

# Uniform Guidelines

## Team Uniforms

- Uniforms consist of a jersey, shorts and sport shoes.
- All team members must have identical uniforms in color and design.
- The Special Olympics Montana logo must be visible on the uniform.
- It is recommended (not required) teams should have the following jersey/uniform options to be prepared for home/away assignments at State Basketball:
  - Two colors of jerseys and t-shirts (if worn) - (a light and a dark)
  - Pinnies, or
  - Reversible jerseys and t-shirts
- Home and away designations will be assigned on the tournament schedule: home = light, away = dark.
- Shirts worn under jerseys are considered part of the uniform and therefore must be the same color as the predominant color of the jersey. 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.
- The following are legal numbers: 00, 0-5, 10-15, 20-25, 30-35, 40-45, 50-55. Numbers must appear on the front and back of the jersey. A roster shall not have both numbers 0 and 00.
- Players are allowed to wear medical devices like knee braces or wrist guards, 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 for the player to wear this device at qualifier or state-level competition. Devices with exposed metal are strictly prohibited in all team play.
- 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.
  - 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 Rules

## Team Size

- A team roster shall consist of no more than 12 players.
- A team may register up to two alternates.
  - Alternates attend the event only when replacing a registered athlete who does not attend.
  - When dropping an athlete prior to the State Basketball Event, only registered alternates can be added after the scratch date.
- The Head Coach must submit the scores from the Basketball Skills Assessment Test (BSAT) to the State Office before the final registration deadline. The Head Coach must also identify the five top players in terms of their on-court playing ability by placing a star next to their name on the roster form. Coaches may submit scores to the LPC who will submit the final registration.
- Each team shall have an adult non-playing coach responsible for the line-up and conduct of the team during the Competition.

## Game Play

- A game consists of two 15- minute halves with a running clock, except for the last minute of each half, shooting fouls, time outs, and during substitutions. (**NOTE: game times may be modified based on time and venue availability.**)
- Half time will be 5 minutes.
- Overtime will consist of a 1-minute period with clock stoppage on all dead ball situations, foul shots, and time outs. If the game remains tied after this period, the game will be decided by the team that scores the next basket (sudden death).
- Each team will receive two 30- second timeouts per half (not to be carried over) and 1 additional for overtime
- Coaches are **NOT** allowed on the court during competition at any level. Team spokesperson (**blue wristband**) is the only member of the bench communicating with officials.
- **Forfeiture:** A team automatically forfeits the game if they are five minutes late. A scrimmage may occur during the rest of the time slot. The game will count as a loss and the team still could compete for an award.
- All athletes should be involved in meaningful competition and must enter the game in both halves. Failure to play all athletes may subject the team to forfeiture or formal protest by the opposing team.
- Coaches are responsible for monitoring their players to ensure that all players are contributing to the team's success and that an individual player is not dominating the game.
- Courts will be monitored for "player Dominance". No single athlete may account for more than 50% (5 out of 10) of his/her team's points in a game. After that, it will be considered player dominance.
- The following is a list of, and is not limited to, what may be considered "player dominance":

- Players of higher ability only pass to one another.
  - Players of lower ability are rarely involved in team play.
  - In the last two minutes of competition, the participation of higher-ability athletes noticeably increased to the exclusion of lower ability teammates.
  - Higher ability players (athletes or partners) consistently steal or block shots of lower ability players.
- Double dribbling is a violation and will be enforced.
  - 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, and a traveling violation should be called. Frequency of violation depends on the game situation and division.
  - The ball must be inbounded after each basket. Players have 5 seconds to inbound the ball.
  - Players have a total of 10 seconds to cross half court. Once a player crosses half court, they may not bring the ball back over the half court line in the same possession. This will result in an over and back call by the officials.
  - Players may not stay in the free throw lane (key) for extended periods
  - 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.
  - Fouls will be called on athletes. However, athletes will not "foul out" of the game.
  - Two free throws are awarded on and after the 7<sup>th</sup> team foul.
  - Shooting foul free throws are awarded after the 7<sup>th</sup> team foul.
  - Free throw line up starts on the second block.
  - 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.
  - Clock will stop on the first free throw and begin again when the shooter receives the ball for the second free throw.
  - When an opponent contacts the player throwing in the ball, 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.
  - In the event one team gains a ten-point advantage, the clock will only stop for timeouts. In the event the score difference is again within 10 points, the original clock rule will be put back into effect.
  - Man, and zone defenses are permitted.



# **5v5 RULES**

## **UNIFIED PLAYER DEVELOPMENT**

# Uniform Guidelines

## Team Uniforms

- Uniforms consist of a jersey, shorts and sport shoes.
- All team members must have identical uniforms in color and design.
- The Special Olympics Montana logo must be visible on the uniform.
- It is recommended (not required) teams should have the following jersey/uniform options to be prepared for home/away assignments at State Basketball:
  - Two colors of jerseys and T-shirts (if worn) - (a light and a dark)
  - Pinnies, or
  - Reversible jerseys and t-shirts
- Home and away designations will be assigned on the tournament schedule: home = light, away = dark.
- Shirts worn under jerseys are considered part of the uniform and therefore must be the same color as the predominant color of the jersey. 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.
- The following are legal numbers: 00, 0-5, 10-15, 20-25, 30-35, 40-45, 50-55. Numbers must appear on the front and back of the jersey. A roster shall not have both numbers 0 and 00.
- Players are allowed to wear medical devices like knee braces or wrist guards, 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 for the player to wear this device at qualifier or state-level competition. Devices with exposed metal are strictly prohibited in all team play.
- 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.
  - 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 Rules

## Team Size

- A team roster shall consist of no more than 12 players. The roster shall contain a proportionate number of athletes and partners.
- 3 athletes and 2 partners must start the game.
- It is required that athletes and Unified partners are of similar age but not necessarily similar abilities. Unified Partners serve as mentors to assist athletes during game play.
- A team may register up to two alternates.
  - Alternates attend the event only when replacing a registered athlete who does not attend.
  - When dropping an athlete prior to the State Basketball Event, only registered alternates can be added after the scratch date.
- The Head Coach must submit the scores from the Basketball Skills Assessment Test (BSAT) to the State Office before the final registration deadline. The Head Coach must also identify the five top players in terms of their on-court playing ability by placing a star next to their name on the roster form.
- Each team shall have an adult non-playing coach responsible for the line-up and conduct of the team during the Competition.

## Game Play

- A game consists of two 15- minute halves with a running clock, except for the last minute of each half, shooting fouls, time outs, and during substitutions. **(NOTE: game times may be modified based on time and venue availability.)**
- Half time will be 5 minutes.
- Overtime will consist of a 1-minute period with clock stoppage on all dead ball situations, foul shots, and time outs. If the game remains tied after this period, the game will be decided by the team that scores the next basket (sudden death).
- Each team will receive two 30- second timeouts per half (not to be carried over) and 1 additional for overtime
- Coaches are **NOT** allowed on the court during competition at any level. Team spokesperson (**blue wristband**) is the only member of the bench communicating with officials.
- **Forfeiture:** A team automatically forfeits the game if they are five minutes late. A scrimmage may occur during the rest of the time slot. The game will count as a loss and the team still could compete for an award.
- All athletes should be involved in meaningful competition and must enter the game in both halves. Failure to play all athletes may subject the team to forfeiture or formal protest by the opposing team.
- Principles of meaningful involvement must be followed at all times.

- Coaches are responsible for monitoring their players to ensure that all players are contributing to the team's success and that an individual player is not dominating the game.
- Courts will be monitored for "player Dominance". No single athlete or Unified Partner may account for more than 50% (5 out of 10) of his/her team's points in a game. After that, it will be considered player dominance.
- The following is a list of, and is not limited to, what may be considered "player dominance":
  - Players of higher ability only pass to one another.
  - Players of lower ability are rarely involved in team play.
  - In the last two minutes of competition, the participation of higher-ability athletes and Partners noticeably increased to the exclusion of lower ability teammates.
  - Higher ability players (athletes or partners) consistently steal or block shots of lower ability players.
- A Unified Partner may:
  - Shoot when open
  - Steal a pass and lead a fast break
  - Rebound and pass to athletes and other Unified Partners
  - Play point guard
  - Play defense against another Unified Partner
  - Block another Unified Partners shot
- A Unified Partner may not:
  - Bring the ball down after a throw-in
  - Consistently block shots of lower ability players
  - Play in such a way it crosses into player dominance
  - Account for more than 50% of a team's points in a game.
- Double dribbling is a violation and will be enforced.
- 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, and a traveling violation should be called. Frequency of violation depends on the game situation and division.
- The ball must be inbounded after each basket. Players have 5 seconds to inbound the ball.
- Players have a total of 10 seconds to cross half court. Once a player crosses half court, they may not bring the ball back over the half court line in the same possession. This will result in an over and back call by the officials.
- Players may not stay in the free throw lane (key) for extended periods
- 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.
- Only athletes can be replaced by athletes and Partners can only be replaced by Partners.
- Fouls will be called on athletes. However, athletes will not "foul out" of the game.

- Two free throws are awarded on and after the 7<sup>th</sup> team foul.
- Shooting foul free throws are awarded after the 7<sup>th</sup> team foul.
- Free throw line up starts on the second block.
- 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.
- Clock will stop on the first free throw and begin again when the shooter receives the ball for the second free throw.
- When an opponent contacts the player throwing in the ball, 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.
- In the event one team gains a ten-point advantage, the clock will only stop for timeouts. In the event the score difference is again within 10 points, the original clock rule will be put back into effect.
- Man and zone defenses are permitted.



# **5v5 RULES**

## **UNIFIED COMPETITIVE LEAGUE**

## 5v5 Unified Competitive Model:

Teams with high ratings are not automatically playing under the competitive model. They may be competitive, highly skilled teams – but the competitive model references the set of rules to be used during competition. ***This is no modifications basketball.*** Teams need to inform the SOMT Sports Department when registering about their intentions to play under this model.

The Competitive Model is not offered for 3v3 basketball. 3v3 teams should operate under Player Development Model rules. These can be found in the Games Registration Packet, Coaches Handbook, or on the website when both packets are released ([www.somt.org](http://www.somt.org)).

### Competitive Model vs. Player Development Model –

- Competitive Unified Sports: Comprises Athletes and Unified Partners of similar ability and age.

**There are no restrictions placed upon the Unified Partners in this model.** Teams are eligible to advance to USA and World Games competitions.

- Player Development Unified Sports: Comprises Athletes and Unified Partners of similar age, but not necessarily similar ability. Unified Partners serve as mentors to assist athletes during game play; **players have defined roles on the court.** Teams are not eligible to advance to USA or World Games.

### Competitive Model: No restrictions!

- A UP may shoot when open.
- A UP may steal the ball and lead into a fast break.
- A UP may take the ball up the floor and play point guard.
- A UP may rebound and pass to UP's and athletes.
- A UP may play defense against an athlete.
- A UP may block an athlete's shot.
- A UP may anticipate a pass and steal the ball from an opposing athlete or UP
- All Athletes and UPs should be involved when on the court and engaged in the game!



# **3v3 RULES**

## **PLAYER DEVELOPMENT**

# Uniform Guidelines

## Team Uniforms

- Uniforms consist of a jersey, shorts and sport shoes.
- All team members must have identical uniforms in color and design.
- The Special Olympics Montana logo must be visible on the uniform.
- It is recommended (not required) teams should have the following jersey/uniform options to be prepared for home/away assignments at State Basketball:
  - Two colors of jerseys and T-shirts (if worn) - (a light and a dark)
  - Pinnies, or
  - Reversible jerseys and t-shirts
- Home and away designations will be assigned on the tournament schedule: home = light, away = dark.
- Shirts worn under jerseys are considered part of the uniform and therefore must be the same color as the predominant color of the jersey. 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.
- The following are legal numbers: 00, 0-5, 10-15, 20-25, 30-35, 40-45, 50-55. Numbers must appear on the front and back of the jersey. A roster shall not have both numbers 0 and 00.
- Players are allowed to wear medical devices like knee braces or wrist guards, 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 for the player to wear this device at qualifier or state-level competition. Devices with exposed metal are strictly prohibited in all team play.
- 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.
  - 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 Rules

## Team Size

- A team roster shall consist of no more than 6 players.
- A team may register up to two alternates.
  - Alternates attend the event only when replacing a registered athlete who does not attend.
  - When dropping an athlete prior to the State Basketball Event, only registered alternates can be added after the scratch date.
- The Head Coach must submit the scores from the Basketball Skills Assessment Test (BSAT) to the State Office before the final registration deadline. The Head Coach must also identify the four top players in terms of their on-court playing ability by placing a star next to their name on the roster form.
- Each team shall have an adult non-playing coach responsible for the line-up and conduct of the team during the Competition.
- The goal of 3v3 basketball:
  - Increase the number of teams for Special Olympics basketball competition
  - Assist athletes with lower ability levels to progress to full court play

## Game Play

- The game begins with a coin toss to determine who receives possession. There are no jump balls. All jump balls situations, the ball shall be awarded to the defensive team. Alternating possession will be used after the initial coin toss.
- A game consists of two 10- minute halves with a running clock, except for the last minute of each half, shooting fouls, time outs, and during substitutions. **(NOTE: game times may be modified based on time and venue availability.)**
- Half time will be 5 minutes.
- Overtime will consist of a 1-minute period with clock stoppage on all dead ball situations, and time outs. If the game remains tied after this period, the game will be decided by the team that scores the next basket (sudden death).
- Each team will receive two 60- second timeouts per game.
- Coaches are **NOT** allowed on the court during competition at any level. Team spokesperson (**blue wristband**) is the only member of the bench communicating with officials.
- **Forfeiture:** A team automatically forfeits the game if they are five minutes late. A scrimmage may occur for the rest of the time slot. The game will count as a loss and the team will still have the opportunity to compete for an award.
- All athletes should be involved in meaningful competition and must enter the game in both halves. Failure to play all athletes may subject the team to forfeiture or formal protest by the opposing team.
- Coaches are responsible for monitoring their players to ensure that all players are contributing to the team's success and that an individual player is not dominating the game.

- Courts will be monitored for “player Dominance”. No single athlete may account for more than 50% (5 out of 10) of his/her team’s points in a game. After that, it will be considered player dominance.
- The following is a list of, and is not limited to, what may be considered “player dominance”:
  - Players of higher ability only pass to one another.
  - Players of lower ability are rarely involved in team play.
  - In the last two minutes of competition, the participation of higher-ability athletes noticeably increased to the exclusion of lower ability teammates.
  - Higher ability players (athletes or partners) consistently steal or block shots of lower ability players.
- The ball is dead after a foul or violation is called, or any time the referee blows his/her whistle
- Possession of the ball given to either team following any dead ball situation shall start with a check ball at the X.
- If a contact foul is committed on a player: the game shall be resumed with a check-ball by the non-offending team.
- On a check ball, the offensive team must pass the ball into play. A player shall not drive or shoot until the pass has occurred.
- 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 occurred when the team who has just gained possession attempts a field goal without taking it back behind the foul line extended.
- There are no individual or team foul limits in the 3-on-3 half-court competition. However, misconduct will result in a warning to the player and coach. Continual misconduct or flagrant and intentional fouling will result in player dismissal.
- In the event one team gains a ten-point advantage, the clock shall not stop at any point, besides timeouts. In the event the score difference is again within 10 points, the original clock rule will be put back into effect
- Double dribbling is a violation and will be enforced.
- 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, and a traveling violation should be called. Frequency of violation depends on the game situation and division.
- Players may not stay in the free throw lane (key) for extended periods
- 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.
- Fouls will be called on athletes. However, athletes will not “foul out” of the game.
- When an opponent contacts the player throwing in the ball, an intentional foul will be charged to the offender.
- Five second closely guarded count begins as soon as the ball is in play.



# **3v3 RULES**

## **UNIFIED PLAYER DEVELOPMENT**

# Uniform Guidelines

## Team Uniforms

- Uniforms consist of a jersey, shorts and sport shoes.
- All team members must have identical uniforms in color and design.
- The Special Olympics Montana logo must be visible on the uniform.
- It is recommended (not required) teams should have the following jersey/uniform options to be prepared for home/away assignments at State Basketball:
  - Two colors of jerseys and T-shirts (if worn) - (a light and a dark)
  - Pinnies, or
  - Reversible jerseys and t-shirts
- Home and away designations will be assigned on the tournament schedule: home = light, away = dark.
- Shirts worn under jerseys are considered part of the uniform and therefore must be the same color as the predominant color of the jersey. 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.
- The following are legal numbers: 00, 0-5, 10-15, 20-25, 30-35, 40-45, 50-55. Numbers must appear on the front and back of the jersey. A roster shall not have both numbers 0 and 00.
- Players are allowed to wear medical devices like knee braces or wrist guards, 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 for the player to wear this device at qualifier or state-level competition. Devices with exposed metal are strictly prohibited in all team play.
- 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.
  - 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 Rules

## Team Size

- A team roster shall consist of no more than 6 players. The roster shall contain a proportionate number of athletes and partners.
- 2 athletes and 1 partner must start the game and maintain this ratio
- It is required that athletes and Unified partners are of similar age but not necessarily similar abilities. Unified Partners serve as mentors to assist athletes during game play.
- A team may register up to two alternates.
  - Alternates attend the event only when replacing a registered athlete who does not attend.
  - When dropping an athlete prior to the State Basketball Event, only registered alternates can be added after the scratch date.
- The Head Coach must submit the scores from the Basketball Skills Assessment Test (BSAT) to the State Office before the final registration deadline. The Head Coach must also identify the five top players in terms of their on-court playing ability by placing a star next to their name on the roster form.
- Each team shall have an adult non-playing coach responsible for the line-up and conduct of the team during the Competition.

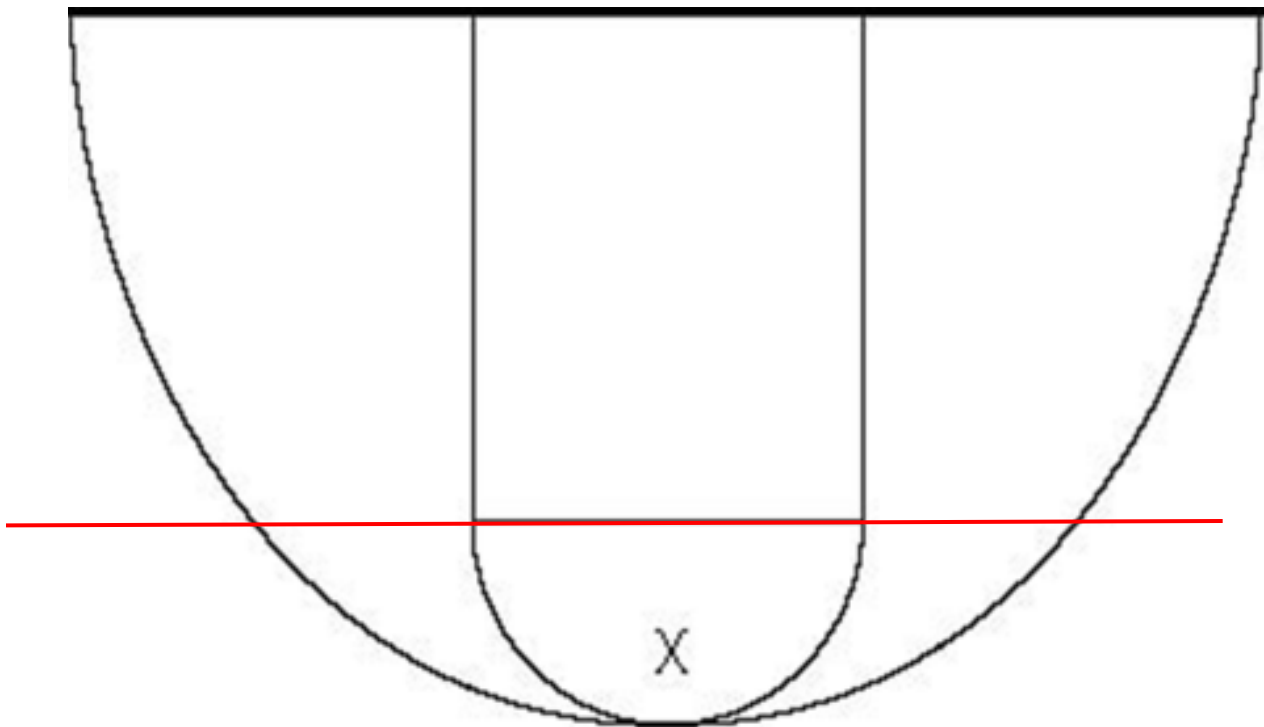
## Game Play

- The game begins with a coin toss to determine who receives possession. There are no jump balls. All jump balls situations, the ball shall be awarded to the defensive team. Alternating possession will be used after the initial coin toss.
- A game consists of two 10- minute halves with a running clock, except for the last minute of each half, shooting fouls, time outs, and during substitutions. **(NOTE: game times may be modified based on time and venue availability.)**
- Half time will be 5 minutes.
- Overtime will consist of a 1-minute period with clock stoppage on all dead ball situations, and time outs. If the game remains tied after this period, the game will be decided by the team that scores the next basket (sudden death).
- Each team will receive two 60- second timeouts per game.
- Coaches are **NOT** allowed on the court during competition at any level. Team spokesperson (**blue wristband**) is the only member of the bench communicating with officials.
- **Forfeiture:** A team automatically forfeits the game if they are five minutes late. A scrimmage may occur during the rest of the time slot. The game will count as a loss and the team will still have the opportunity to compete for an award.
- All athletes should be involved in meaningful competition and must enter the game in both halves. Failure to play all athletes may subject the team to forfeiture or formal protest by the opposing team.
- Coaches are responsible for monitoring their players to ensure that all players are contributing to the team's success and that an individual player is not dominating the game.

- Courts will be monitored for “player Dominance”. No single athlete may account for more than 50% (5 out of 10) of his/her team’s points in a game. After that, it will be considered player dominance.
- The following is a list of, and is not limited to, what may be considered “player dominance”:
  - Players of higher ability only pass to one another.
  - Players of lower ability are rarely involved in team play.
  - In the last two minutes of competition, the participation of higher-ability athletes noticeably increased to the exclusion of lower ability teammates.
  - Higher ability players (athletes or partners) consistently steal or block shots of lower ability players.
- A Unified Partner may:
  - Shoot when open
  - Steal a pass
  - Rebound and pass to athletes and other Unified Partners
  - Play point guard
  - Play defense against another Unified Partners
  - Block another Unified Partners shot
- A Unified Partner may not:
  - Put the ball in play from a dead ball check in.
  - Consistently block shots of lower ability players
  - Play in such a way it crosses into player dominance
  - Account for more than 50% of a team’s points in a game.
- The ball is dead after a foul or violation is called, or any time the referee blows his/her whistle
- Possession of the ball given to either team following any dead ball situation shall start with a check ball at the X.
- If a contact foul is committed on a player: the game shall be resumed with a check-ball by the non-offending team.
- On a check ball, the offensive team must pass the ball into play. A player shall not drive or shoot until the pass has occurred.
- 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 occurred when the team who has just gained possession attempts a field goal without taking it back behind the foul line extended.
- There are no individual or team foul limits in the 3-on-3 half-court competition. However, misconduct will result in a warning to the player and coach. Continual misconduct or flagrant and intentional fouling will result in player dismissal.
- In the event one team gains a ten-point advantage, the clock shall not stop at any point, besides timeouts. In the event the score difference is again within 10 points, the original clock rule will be put back into effect

- Double dribbling is a violation and will be enforced.
- 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, and a traveling violation should be called. Frequency of violation depends on the game situation and division.
- Players may not stay in the free throw lane (key) for extended periods
- 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.
- Fouls will be called on athletes. However, athletes will not "foul out" of the game.
- When an opponent contacts the player throwing in the ball, an intentional foul will be charged to the offender.
- Five second closely guarded count begins as soon as the ball is in play

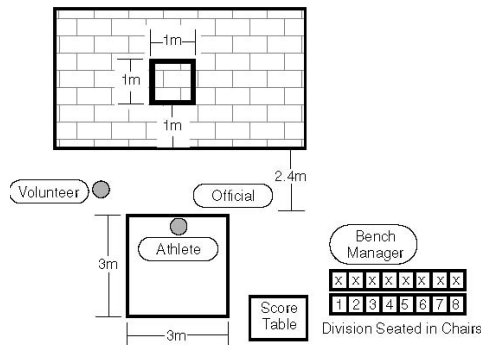
athletes and unified partners.





# Individual Skills

# #1 - TARGET PASS - MODIFICATION AVAILABLE- 1) "SHORTER 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. For the shorter target pass, there will be a mark 1.2 meters (3.5 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.

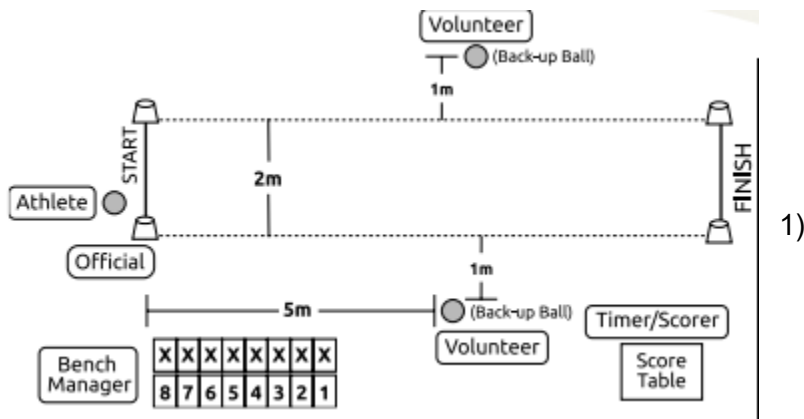
The athlete’s score will be the sum of the points from all five passes.

## SCORING BOX ON NEXT PAGE

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

**Maximum score possible – 20**

## **#2 - TEN-METER SPEED DRIBBLE - MODIFICATION AVAILABLE- 1) “ASSISTED SPEED 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

Purpose: to measure an athlete’s speed and skill in dribbling a basketball.

### 2) Equipment:

Three basketballs, 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 ¾ 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 2-meter lane, the athlete can either pick up the nearest back-up basketball or recover the errant ball to continue the event.

- For an athlete in the assisted speed dribble, coaches may provide assistance with balance and movement, if necessary. A coach may also assist with the initial dribble of the basketball.

### 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>							

### **#3 - SPOT SHOT- "MODIFICATIONS AVAILABLE- 1) "8-FOOT RIM" 2) "GARBAGE CAN 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. When modifications are needed, an 8-foot rim and/or 55-gallon garbage can may be utilized as a shooting target.

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 feet 11 inches) to the left and right plus 1 meter (3 feet 3 1/2 inches) out.

#3 & #4 = 1.5 meter (4 feet 11 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 3/4 inches) 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.

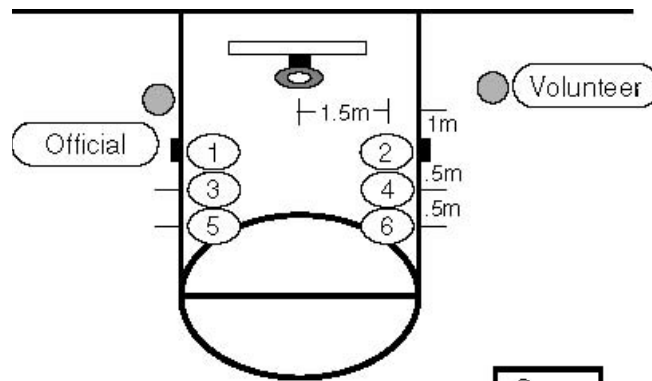
For every field goal made at spots # 5 and #6, four (4) points are awarded.

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 point) is awarded.

The athlete's score will be the **sum of the points from all 12 shots**.

	Spot 2 (2 pts.)	Spot 4 (3 pts.)	Spot 6 (4 pts.)	Spot 1 (2 pts.)	Spot 3 (3 pts.)	Spot 5 (4 pts.)	
Spot Shot							
							<b>Total Score</b>
Totals							

**Maximum score possible - 36**





## **SOMT Unsportsmanlike Conduct Protocol**

- 1) **Warning – Bench Warning**
  - a. Coaches and bench will be warned for unsportsmanlike conduct.
  - b. If spectators are involved, the coach should make every effort to control unsportsmanlike conduct from members of their team or spectators associated with their program.
  
- 2) **Misconduct Report filed, technical awarded to offending team, removal from venue**
  - a. The opposing team is awarded two free throws and the ball for continued play.
  - b. Misconduct report will stay on file with the state office and the team LPC will be issued a warning.
  - c. Those involved will be removed from the venue.
  
- 3) **Team Disqualification and removal from competition venue**
  - a. Team and team spectators will be asked to leave the venue.
  - b. The offending team will be disqualified from the remainder of the tournament. Disciplinary action will be taken and reinstatement to state level competitions will be at the discretion of the SOMT Sports Department.

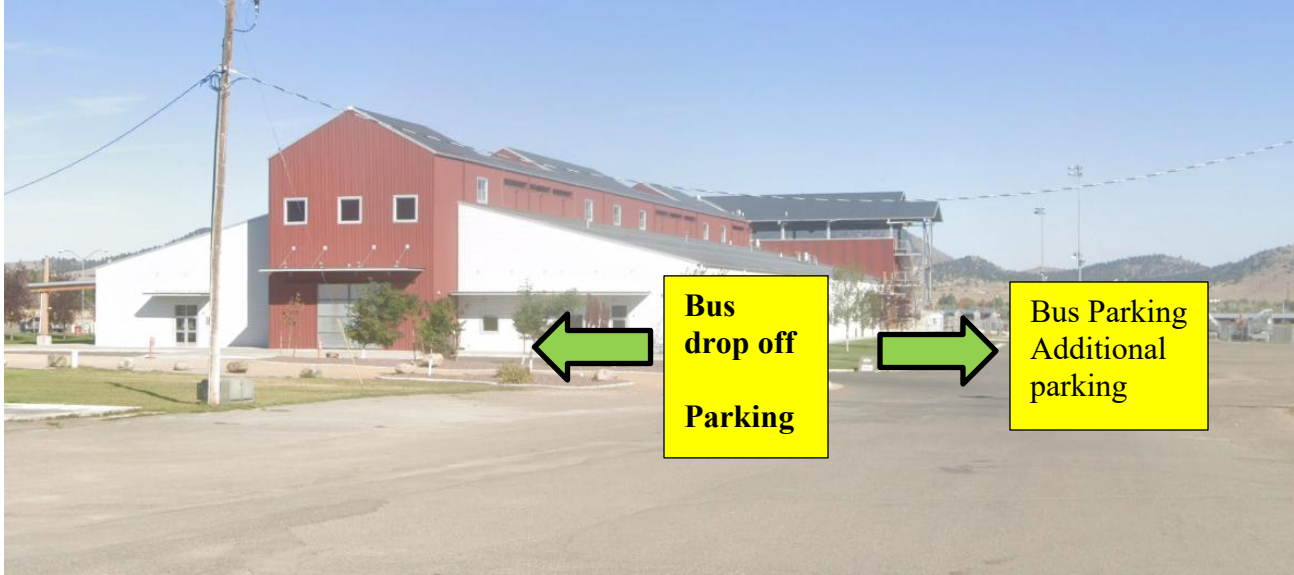
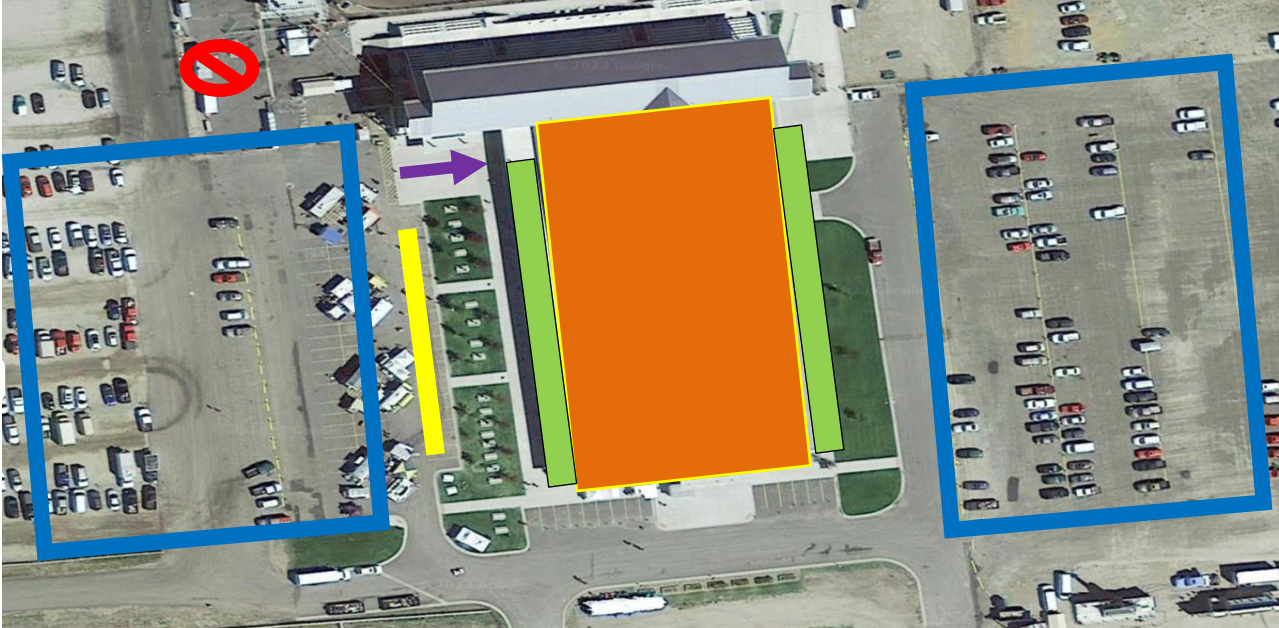
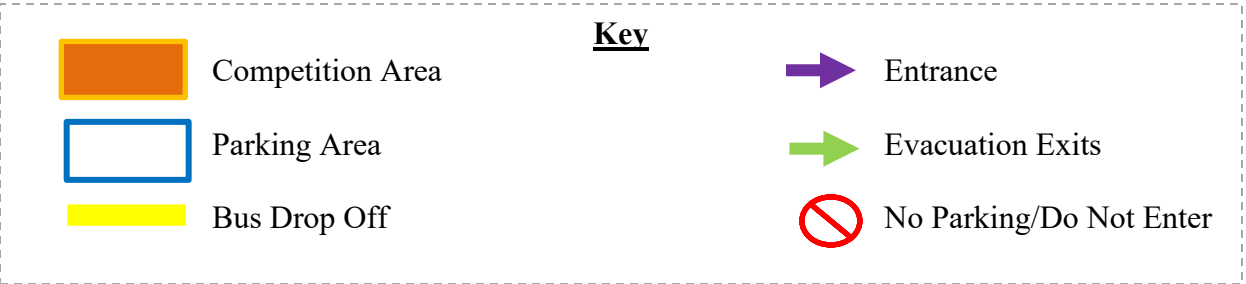
Coaches and Athletes are required to sign Codes of Conduct upon signing up for Special Olympics competitions. Unsportsmanlike behavior will not be tolerated, and it goes directly against the Athlete Code of Conduct and the Coaches Code of Conduct.

**CONTACT THE SPORTS DEPARTMENT IMMEDIATELY WHEN A BENCH WARNING IS GIVEN!**

**Sports Department Contacts:**

Brittani Bush, VP of Sports ([bbush@somt.org](mailto:bbush@somt.org)) or 406-315-4216.

Bill Polk, Sports Director ([bpolk@somt.org](mailto:bpolk@somt.org)) or 406-315-4211.



**Lewis and Clark County Fairgrounds**

Opening Ceremony, team registration, coaches meeting, dance/carnival, Healthy Athletes, lunch pick up.



**Helena Capital High School**  
100 Valley Drive

Buses drop off athletes and find parking in main parking lot, please do not use the bus cut outs on Friday, they will be used by the school district. Enter Capital High School through Entry #4 doors. Elevator is located to the right by the stairs upon entry.

**Key**



Competition Area



Parking Lot Area



Bus Drop Off



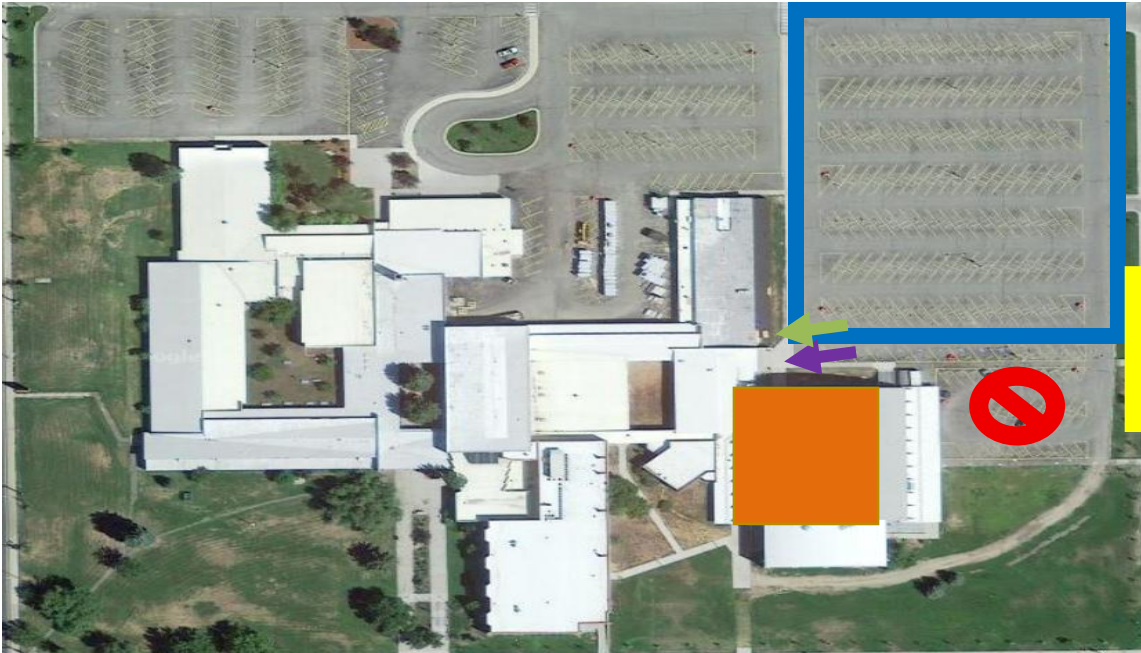
Competition Entrance



No Parking/Do Not Enter



Evacuation Exit

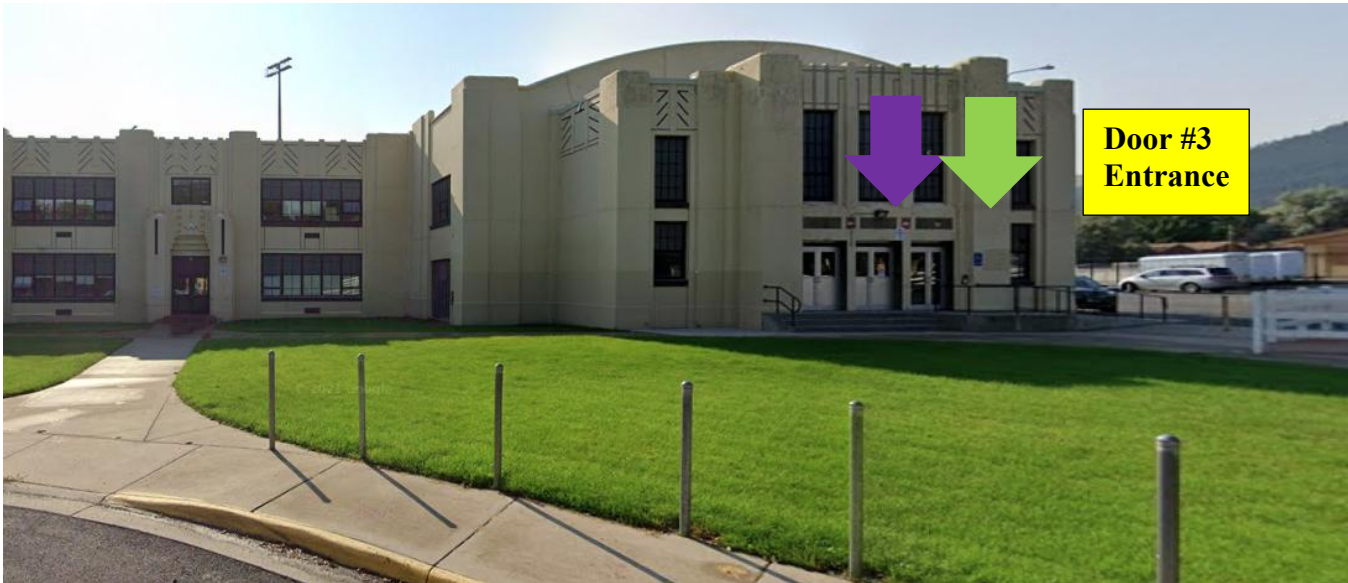


**Helena High School**  
1300 Billings Avenue

Buses drop off athletes on N Roberts St. and utilize on street parking if needed on N Harris St, far end of the football field. Avoid bus drop off and pick up around 8am and 3pm. Enter Helena High through Door #21. Elevator is located to the left in the hallway headed toward the gymnasium.

Key

	Competition Area		Competition Entrance
	Parking Lot Area		No Parking/Do Not Enter
	Bus Drop Off		Evacuation Exit



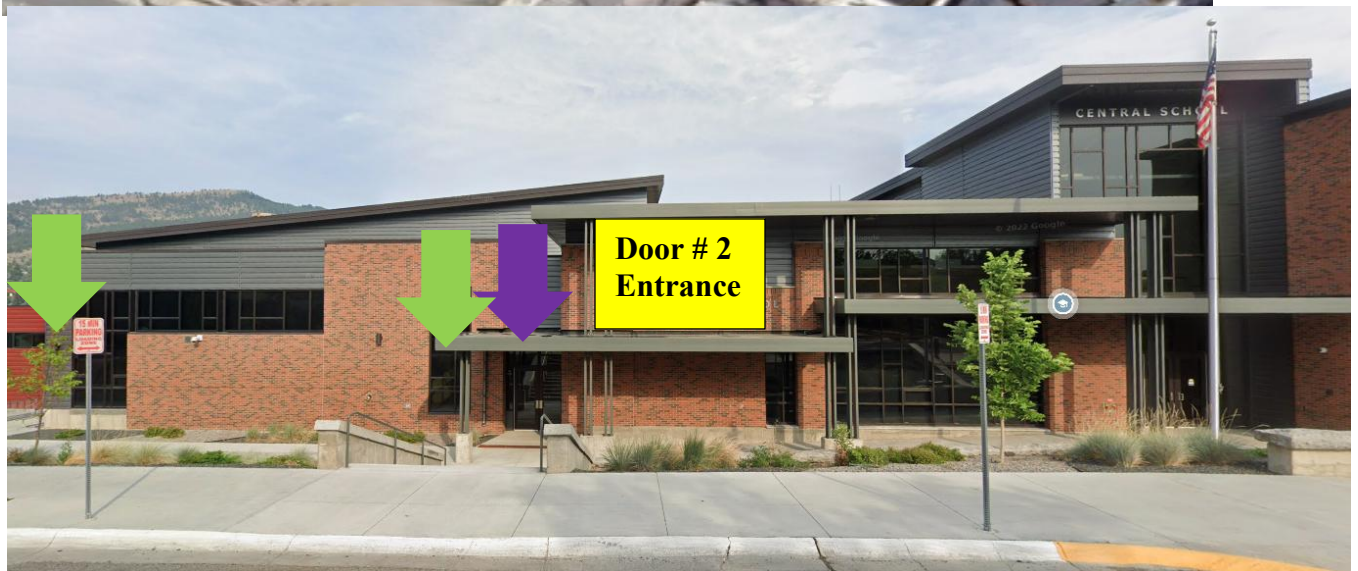
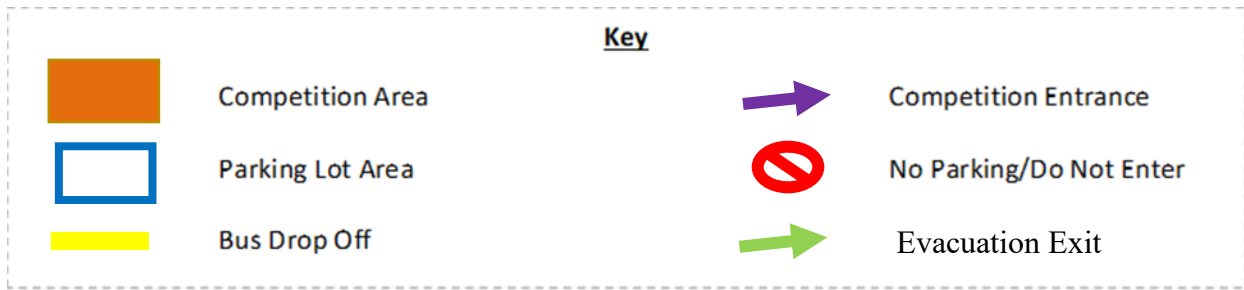
**Helena Middle School**  
1025 N Rodney Street

Buses can drop athletes off at the entrance to Vigilante Stadium or utilize the bus drop. On street and lot parking. Enter Helena Middle School through door #3



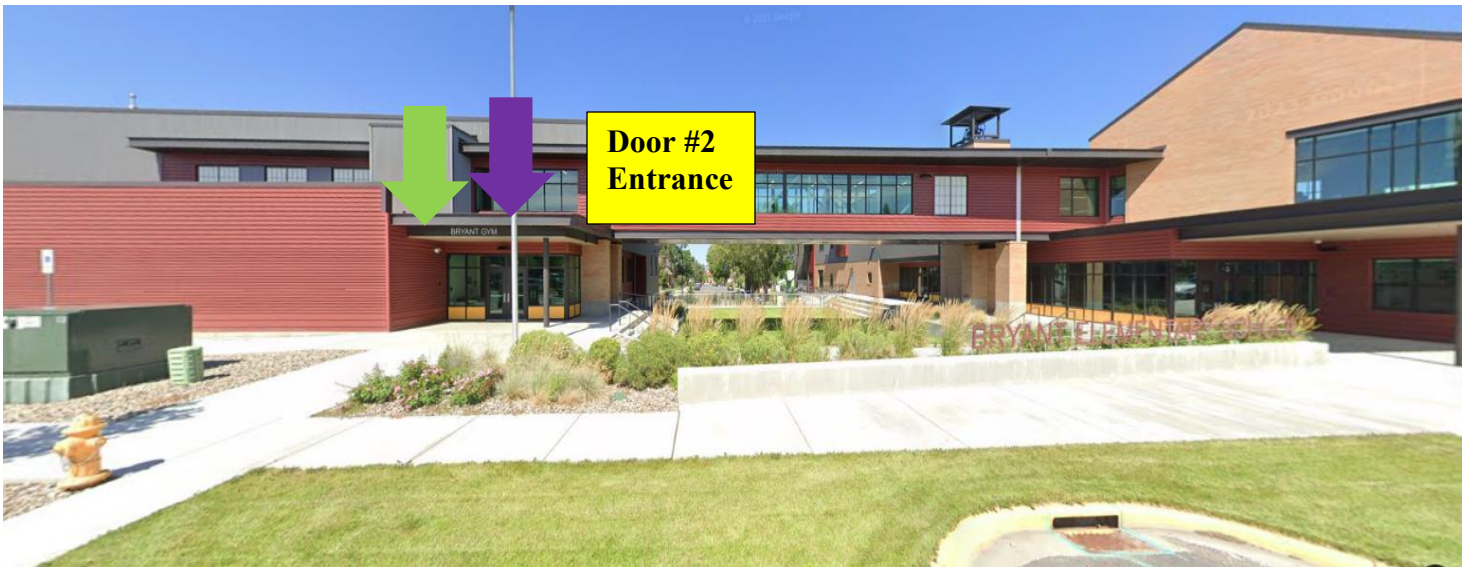
**CR Anderson Middle School- 5v5 Competition (Upper)/Skills Competition (Lower)**  
 1200 Knight Street

Buses will drop off athletes on Knight Street or Cleveland Street and find on street parking. Enter CR Anderson through Main entry door #1. Lower gym is accessed by entrance #13 behind the building, utilize the ramp if needed.



**Central Elementary School – 5v5 Competition**  
 402 N Warren St.

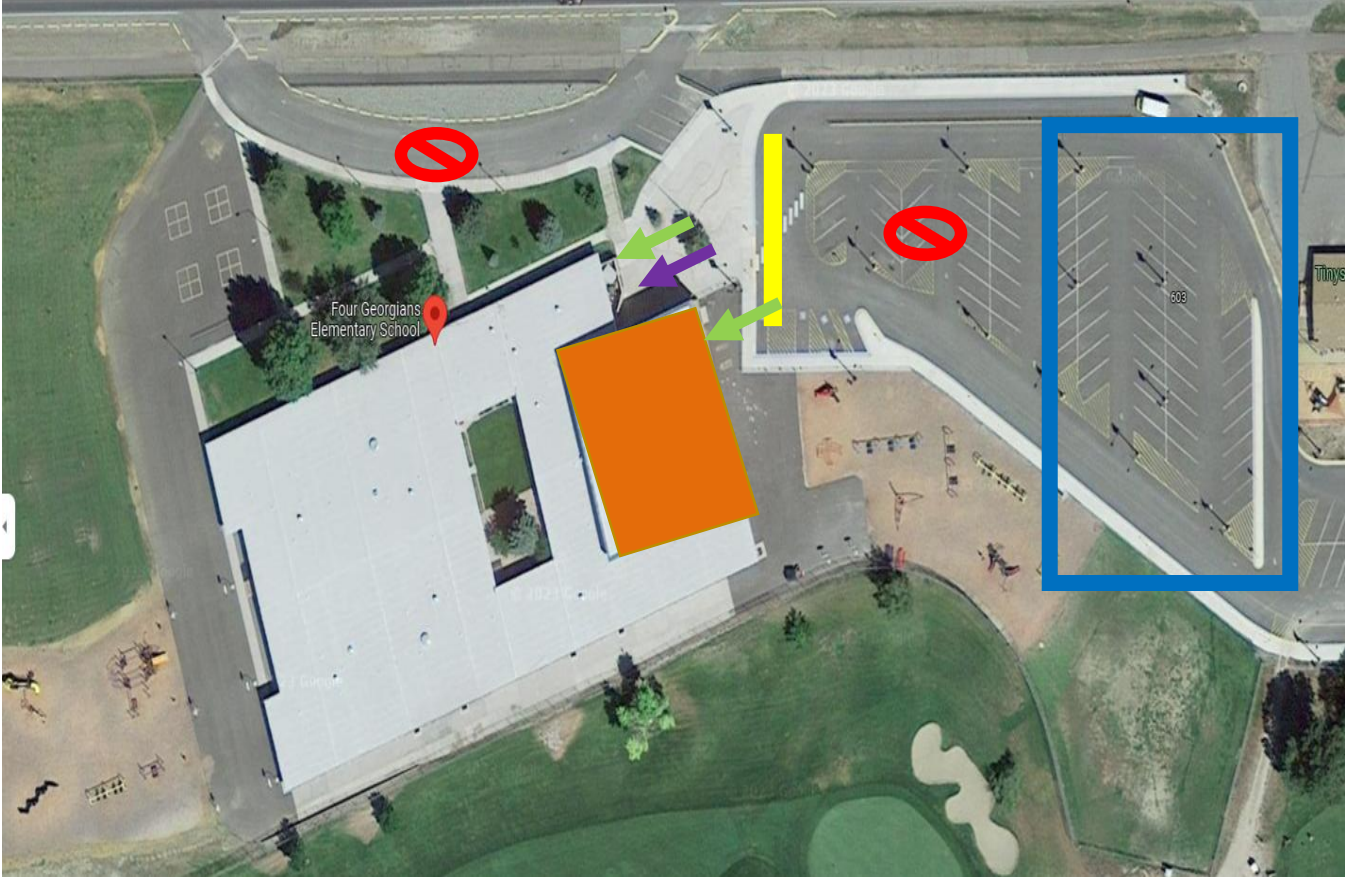
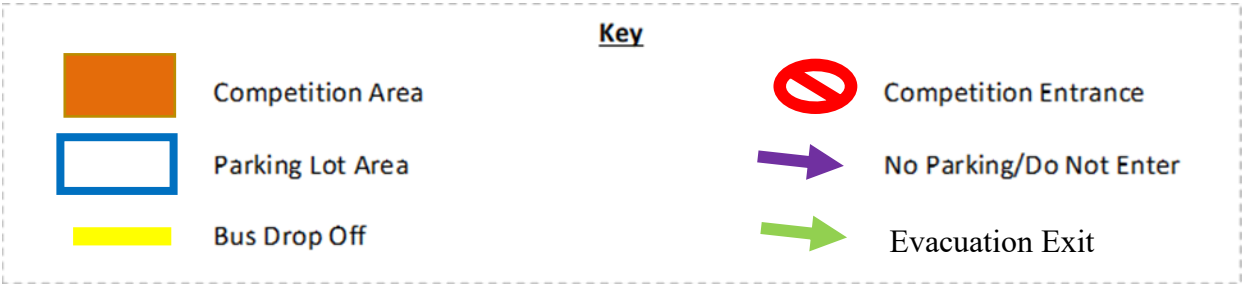
Buses will drop off athletes using bus drop zone. Enter Central using entrance #2. Limited on street and lot parking. No access to lot parking on Friday



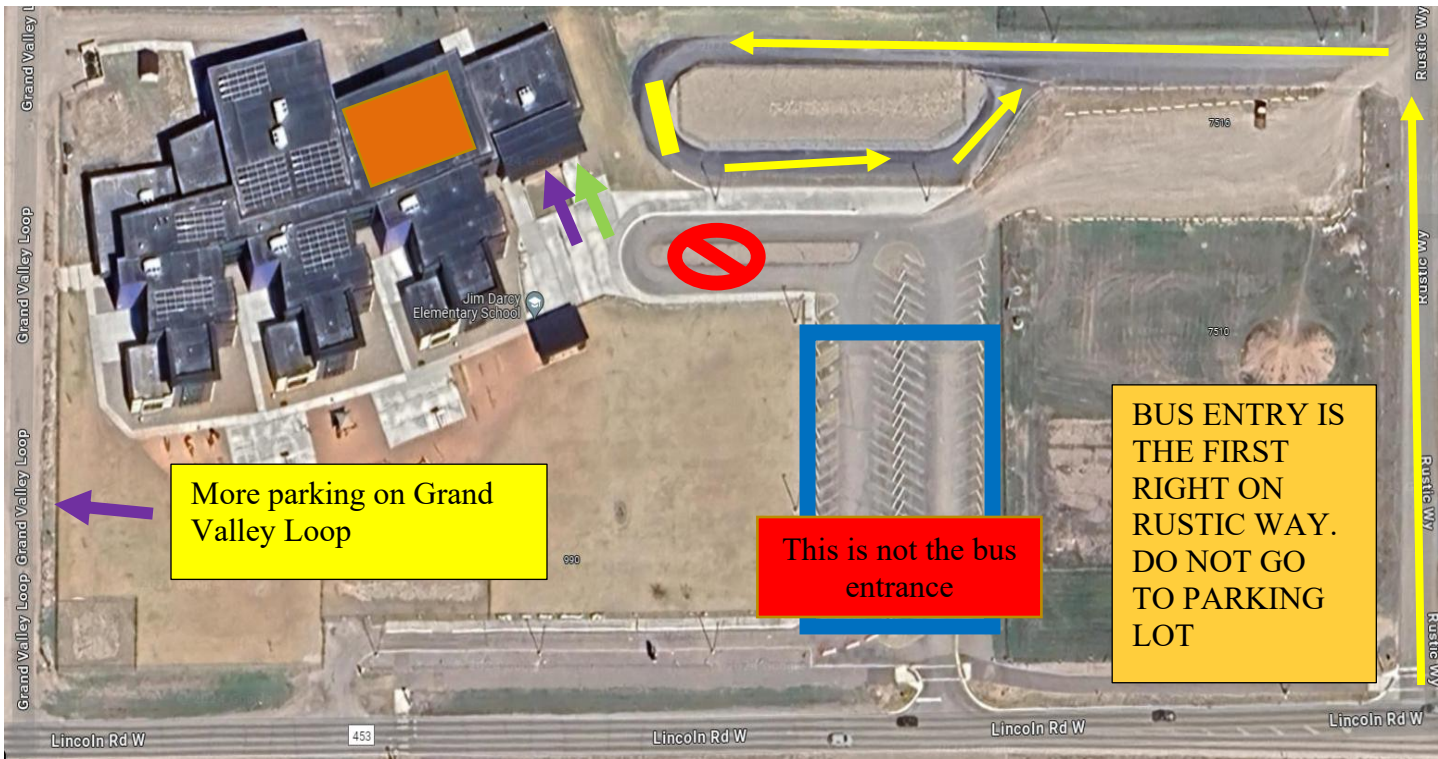
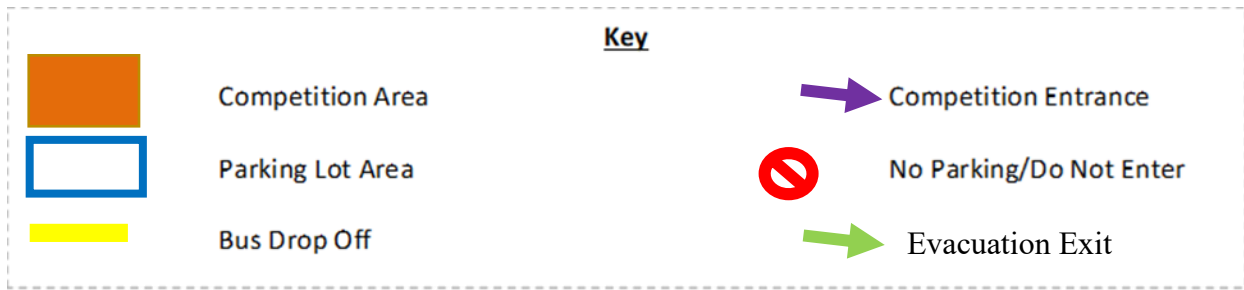
**Bryant Elementary – 5v5 Competition**

1520 Livingston Ave

Busses drop off athletes using bus drop zone on Livingston Ave. Limited lot and street parking. Enter Bryant gym doors, entrance #2, located on Livingston Ave.

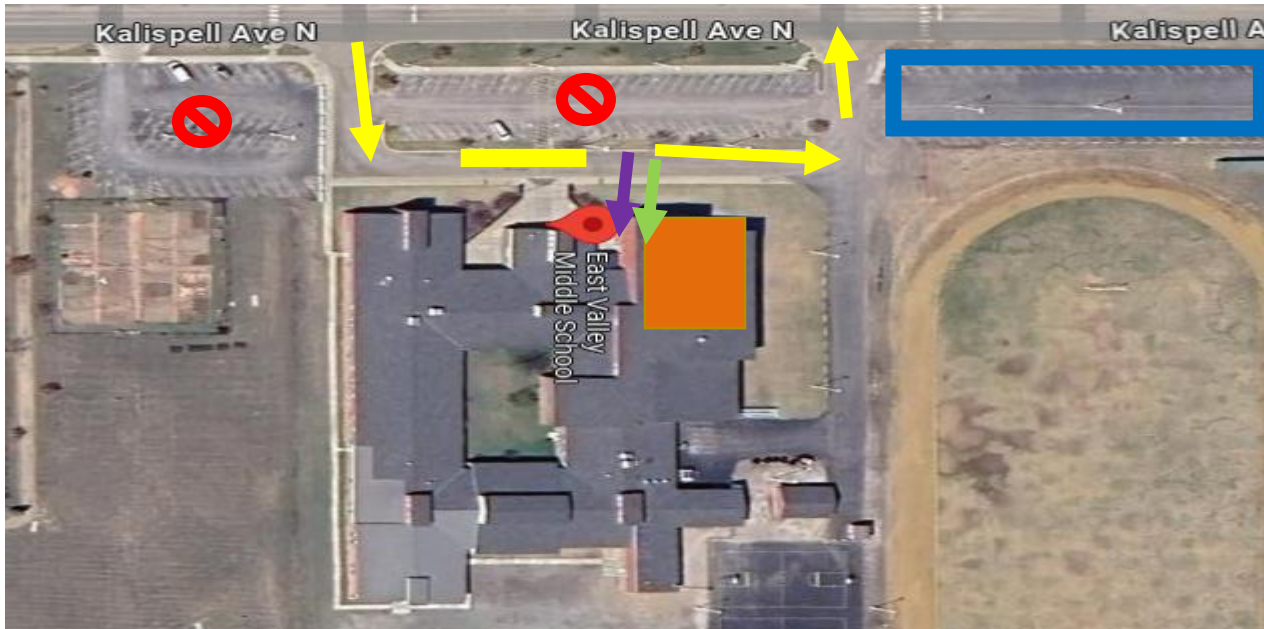


**Four Georgians Elementary – Unified 3v3**  
 555 W Custer Ave  
 Buses use drop zones and find lot parking out of main parking lot. Enter  
 Four Georgians through door #8



**Jim Darcy Elementary – 5v5 Competition**  
**990 Lincoln Rd W**

Buses will drop off athletes in bus loop using Rustic Wy and exit to Lincoln Rd. Do not use the parking lot entrance, it is not equipped to handle passenger buses. Find lot parking on Grand Valley Loop. Friday entrance #1, Saturday Entrance #2



**East Valley Middle School – 5v5 Competition  
400 Kalispell Ave. N, East Helena**

Buses will drop off athletes in bus loop by entry door and find street parking. Plan for commute to this venue.

## **Friday Night Dine Out**

**Insert will be found in team packets given out at registration.**

## **Merchandise Sales**

Get your 2025 State Basketball Tournament merchandise. Montana Up will offer an online store beginning one week before competition and ending one week after competition. They will also be on site for one evening:

- Friday, November 7<sup>th</sup> during the Dance Carnival at the Entry Hall, Lewis & Clark Fairgrounds

## **Dance Carnival**

### **1970'S PARTY**

Friday, November 7th, 7:00PM to 9:00PM at the Exhibit Hall, Lewis & Clark Fairgrounds

Carnival Games, Music, Dancing, Raffle Drawings, and more!

## **Healthy Athletes**

Healthy Athletes and the Dance Carnival will be held simultaneously at the Exhibit Hall, Lewis & Clark Fairgrounds. Athletes can enjoy both events on the same evening, Friday, November 7th:

6:00pm – 9:00pm Dance/Carnival & Healthy Athletes

## **Awards**

Awards will take place at each venue upon completion of each bracket for team play, and immediately after final competition for individual skills.

Awards placements are **final** – LPC's and Coaches should not ask for a change of awards at the awards table. If this is reported, an incident report will be filed. If there are any questions or concerns, contact Brittani Bush (406-315-4216).

## Coaches' Responsibilities

**Coaches are responsible for the well-being of their athletes 24 hours a day. Coaches must ensure that the physical & emotional needs of their athletes are met during the tournament.**

### **Athletes should:**

- Properly warm up prior to competition.
- Be treated for any medical conditions or injuries at the nearest first aid station as soon as possible.
- Have adequate rest.
- Eat and hydrate properly (avoid missing meals and overeating).
- Be supervised closely due to the excitement of the tournament and be aware of the new behaviors this excitement may cause.

### **Coaches should:**

- Supervise athlete's intake of pop and snacks. NOTE: It is the coaches' responsibility to provide for special dietary needs.
- Be aware of athletes' personal possessions. Check for any lost items at your venue, or lunch pick up.
- Become familiar with the medical condition and medication requirements of each athlete. It is the coach's responsibility to administer his or her athlete's medication. A complete understanding of the medication regimen is essential, including the type of medication, the proper dosage, and times for administering the medication.
- Always ensure athlete's wear their credential (except while competing). This is essential for the athlete's safety!
- Be familiar with the schedule of events. It is the coach's responsibility to ensure that athletes are on time for all sports competitions and have every opportunity to participate in special events.

# Thank You Helena!

## Games Management Team

**Guy Almquist** - Games Director

**Quinton Mergenthaler** – Competition Director

**Callie Aschim**- Human Resources

**Anna Strange** - Special Events

**Scott Sterland/Tim Fox/Kathy Sampson** - Fundraising

**Holly Netz/Kelley Crevier** - Public Relations

**Karen Davis** - Area liaison/Special events

**Geri Cutler** - Friends and Family Dinner/Support Services/Dine out

**Phil McGovern**- Awards

**Michael Higgins**– Operations

**Terri Norman** – Unified Champion Schools

**Mallory Frank**– Health Director

**Jessica Cornell** – LETR Director

**Andrea Opitz/Karen Davis/Shiloh Corcoran/Jazlyn Young** – Administration

**Moira McGuire/Ella Hubach /Tucker Zanto**– Carroll College Club

## Venue Directors

**Capital High School** – Jer Ulsher

**Helena High School** – Regan Johnson

**CR Anderson Middle School** – Tyler Miller

**CR Anderon Skills** – Callie Aschim/ Helena Chamber of Commerce

**Helena Middle School**– Nick Howlett

**East Valley Middle School** – Kendra Mergenthaler

**Bryant Elementary** – Lacey Pickett

**Central Elementary** – Karen Sheppard

**Four Georgians Elementary** – Greta Buehler/Brian Michelotti

**Jim Darcy Elementary** – McCall Flynn