

# 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 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.
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- 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 ability. 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 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).
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- 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 teams 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.
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