

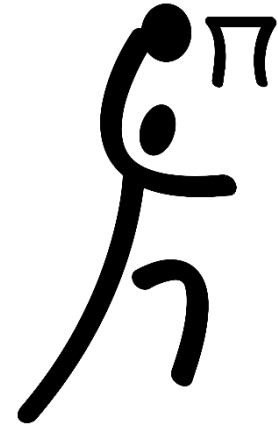


Games Information Packet

November 6 – 8, 2025

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Introductory Information

The 2025 State Basketball Tournament competitions will be hosted at 9 different venues, across Helena and the Helena Valley. They are—

- Capital High School
- Four Georgians Elementary School-
- Helena High School
- CR Anderson Middle School- Upper and Lower gyms
- Central Elementary School
- Helena Middle School
- Bryant Elementary School
- Jim Darcy Elementary School
- East Valley Middle School

Roles available:

Athlete
Coach
LPC
Area Director
Volunteer
Unified Partner

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 SOMT Sports Director, Bill Polk, at 406-315-4211.

Player ratings

ALL team basketball players need to be individually rated by their coaches with an individual score submitted on the final registration form. Please visit and view the video at [Special Olympics Montana | State Basketball \(somt.org\)](#) for a reference and guide on how to rate players. Skills athletes will need a skill's score submitted. 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 round robin pool play day. Day 2 will consist of a seeded tourney. Teams will be grouped according to reported divisioning scores. Accuracy is crucial to this process. In the evening, following day 1 competition, the SOMT Sports Department will redivision if needed and post Day 2 schedules online.

Schedule of events

\$25.00 Per person Registration Fee with Lunch/ \$20.00 Per Person NO LUNCH. This is a full team opt in or opt out, no partial requests.

Thursday, November 6th

4:30pm – 5:00pm	Team Registration/Check In	L&C Fairgrounds – Entry Hall
5:00pm – 6:15pm	Opening Ceremony Band/Team Seating	L&C Fairgrounds – Exhibit Hall
6:15pm – 6:30pm	Welcome/Non-Traditional Parade of Athletes	L&C Fairgrounds – Exhibit Hall
6:30pm – 7:30pm	Opening Ceremony	L&C Fairgrounds – Exhibit Hall
8:00pm – 9:00pm	Coaches Meeting	L&C Fairgrounds – Entry Hall

Friday, November 7th

9:00am – 2:00pm	Individual Skills	Competition Venue
9:00am – 3:00pm	Team Competition	Competition Venues
11:00am – 1:00pm	Lunch Pick-up	L&C Fairgrounds – Entry Hall
5:00pm – 7:00 pm	Friends and Family Dinner	TBD
5:30pm – 7:00 pm	Team Dine Out	Various locations
6:00pm - 9:00pm	Healthy Athletes	L&C Fairgrounds - Exhibit Hall
6:00pm – 9:30pm	Merchandise Sales	L&C Fairgrounds - Exhibit Hall
7:00pm – 9:00pm	Dance Carnival	L&C Fairgrounds - Exhibit Hall

Saturday, November 8th

9:00am – 2:00pm	Individual Skills- Finals & Awards
9:00am – 3:00pm	Team Competition and Awards
11:00am – 1:00pm	Lunch Pick-up

Competition Venue
Competition Venues
L&C Fairgrounds - Entry Hall

**Schedule is tentative and subject to change.*

Important Notes for 2025 Basketball Season

- SEASON TIMELINE | IMPORTANT DATES
 - Games Info Packet/Registration Distributed – August 13, 2025
 - Practice Season Starts – August 25, 2025
 - All Paperwork – September 19, 2025
 - Rosters Due – September 26, 2025
 - Exceptions/Scratch Report Distributed – October 3, 2025
 - Final Registration Due – October 17, 2025
- **Coach Education:** This year coach education will be found on our website under sport specific training. You will click on the link to access the video and quiz. Coaches wishing to be certified in the current season will need to complete the video and quiz before the paperwork deadline for each season.

2025 Basketball Venues

All venue descriptions will include address, competition level, number of courts, and seating availability (limited, ample), and parking options available (pay attention to no parking signs).

- Capital High School.
 - 100 Valley Drive, Helena, MT 59601
 - 3v3 competition
 - 4 courts
 - Elevator access to upstairs seating
 - Ample seating
 - Lot and street parking

- Central Elementary School
 - 402 N Warren St, Helena, MT 59601
 - 5v5 competition
 - 1 court
 - Ample seating
 - Street and lot parking

- CR Anderson Middle School.
 - 1200 Knight Street, Helena, MT 59601
 - 5v5 competition
 - 2 courts
 - Limited seating
 - Upper gym – main entrance, lower gym - downstairs
 - Street parking

- Four Georgians Elementary School.
 - 555 West Custer Ave, Helena, MT 59601
 - 3v3 unified competition
 - 2 courts
 - Limited seating
 - Lot parking

- Helena High School.
 - 1300 Billings Avenue, Helena, MT 59601
 - 5v5 Unified competition
 - 2 courts
 - Elevator access to upstairs seating
 - Ample seating
 - Lot parking

- Helena Middle School.
 - 1025 North Rodney Street, Helena, MT 59601
 - 5v5 competition
 - 1 court
 - Ample seating
 - Lot and street parking

- Bryant Elementary School
 - 1520 Livingston Ave, Helena, MT 59601
 - 5v5 competition
 - 1 court
 - Limited seating
 - Lot parking

- Jim Darcy Elementary School
 - 952 Lincoln Rd W, Helena, MT 59601
 - 5v5 competition
 - 1 court
 - Limited seating
 - Lot parking

- East Valley Middle School
 - 400 Kalispell Ave N, East Helena, MT 59635
 - 5v5 competition
 - 1 court
 - Ample seating
 - Lot parking

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 7th team foul.
- Shooting foul free throws are awarded after the 7th 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 7th team foul.
- Shooting foul free throws are awarded after the 7th 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).

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

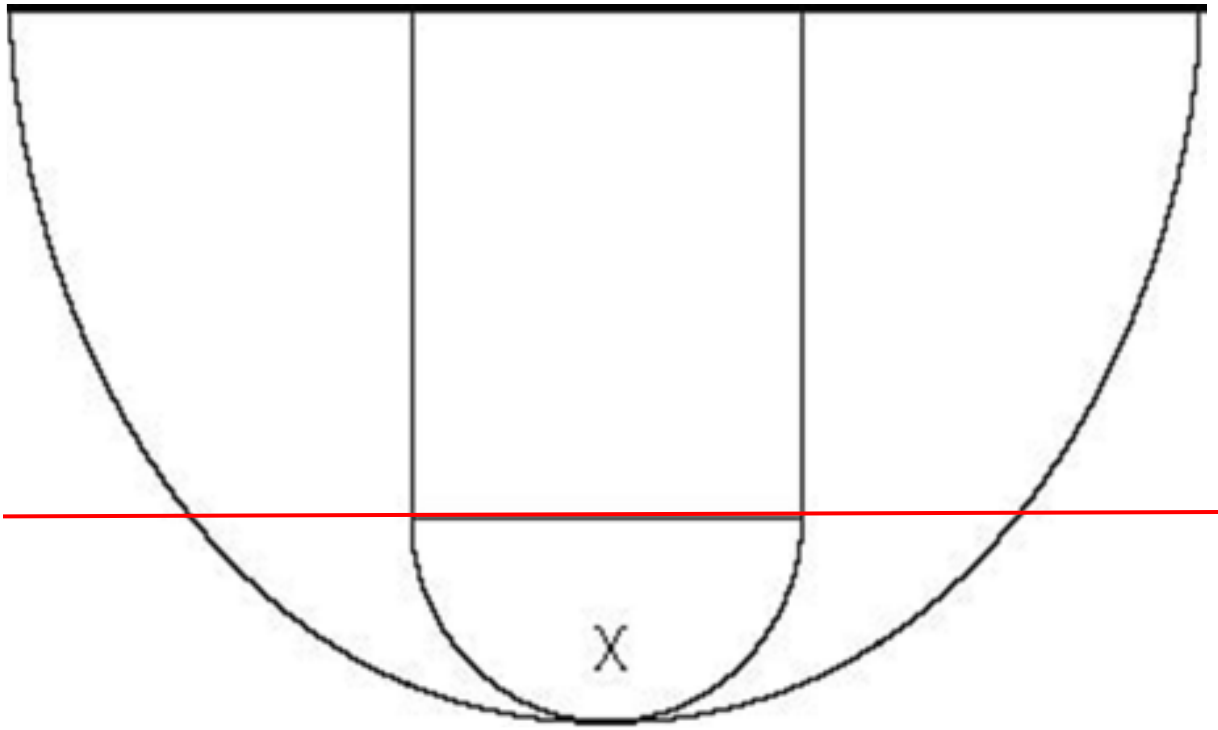
Team Size

- 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



Individual Skills Assessment for Team Basketball

Recommend at least two evaluations are completed prior to the final evaluation

Name: _____ Athlete Unified Partner

Individual Assessment for Team Play

A. Ball Handling (One choice- should be the most representative of the athlete or unified partner'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)

Score:

B. Passing (One choice- should be the most representative of the athlete or unified partner'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)

Score:

C. Movement

(One choice- should be the most representative of the athlete or unified partner'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)

Score:

D. Game Awareness

(One choice- should be the most representative of the athlete or unified partner'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 or unified partner'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 or unified partner'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 $3.53 = 3.5$)

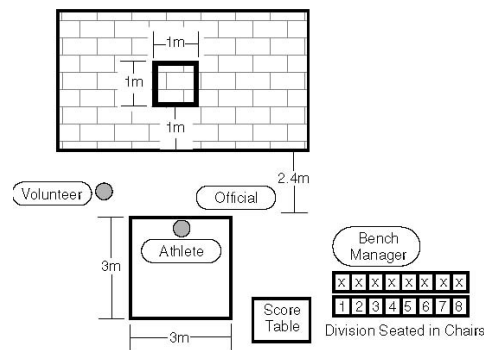
OVERALL RATING:

Visit [Special Olympics Montana | State Basketball \(somt.org\)](http://SpecialOlympicsMontana.org) for an example video on how to rate 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.

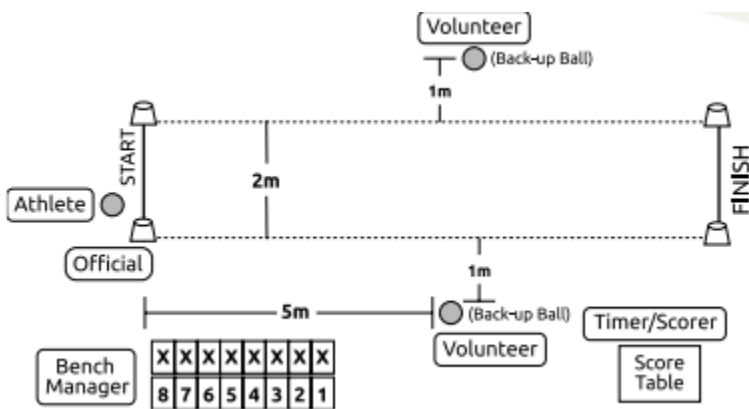
The athlete's score will be the sum of the points from all five passes.

SCORING BOX ON NEXT PAGE

Attempts	1	2	3	4	5	SCORE
Target Pass						

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

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 st Time	Penalty Points	Score	2 nd Time	Penalty Points	Score	BEST SCORE
Ten Meter Dribble							

#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 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 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							Total Score
Totals							

Maximum score possible - 36

