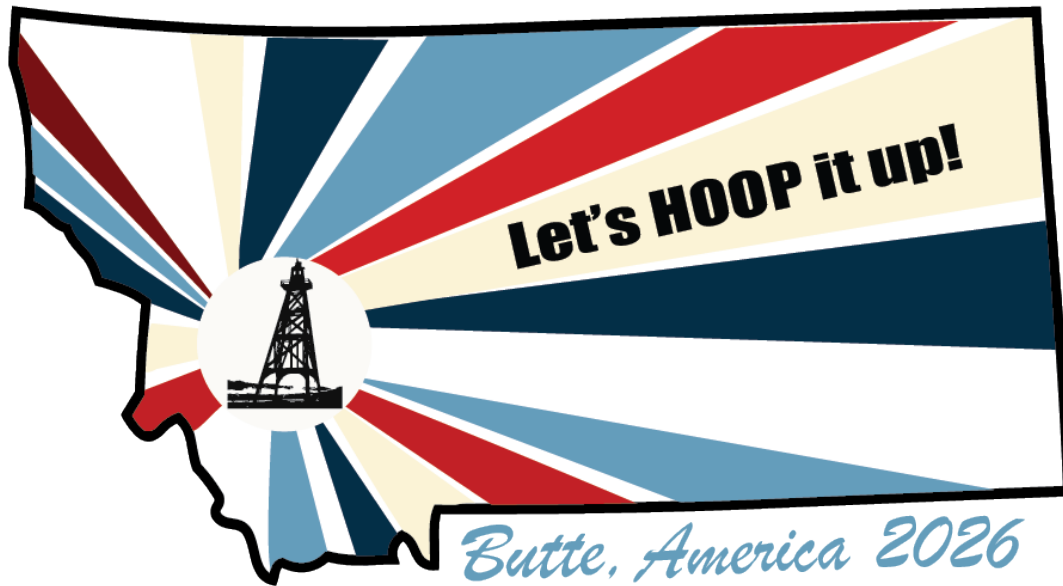


Special Olympics
Montana

BASKETBALL ★ TOURNAMENT

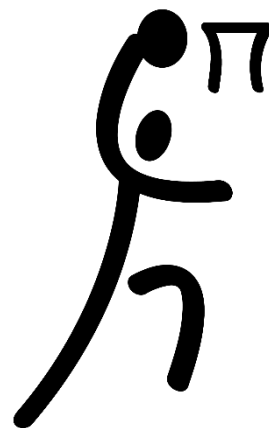


Games Information Packet

November 12-14, 2026

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Introductory Information

The 2026 State Basketball Tournament competitions will be hosted at 8 different venues, across Butte. They are—

- Butte High School
- Maroon Activity Center (Mac)
- Butte Central High School
- East Middle School
- West Elementary
- Whittier elementary
- Butte Civic Center
- LDS Church

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. All modifications for Individual Skills need to be included on your final registration. Otherwise, athletes will be divisioned together without modifications (Shorter Target Pass, Garbage Can Shot, Assisted Speed Dribble, 6 ft. Rim, 8 ft. Rim, etc.). Please contact the SOMT Sports Director, Bill Polk, at 406-315-4211.

Player ratings

ALL players need to be rated by their coaches for team evaluation. Player rating and evaluation forms and instructions 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.

\$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.

Tentative Schedule of Events

Subject to Change

Thursday, November 12th

4:00 – 5:00pm	Team Registration/Check In	Butte Civic Center – Main Entry
5:15 – 6:15	Team Seating	Butte Civic Center
6:15 - 6:30	Parade of Athletes	Butte Civic Center
6:30 – 7:30pm	Opening Ceremony	Butte Civic Center
8:00 – 9:00pm	Coaches Meeting	Butte Civic Center – Annex Gym
(8pm or immediately following opening ceremony)		

Friday, November 13th

9:00am – 3:30pm	Individual Skills	Butte Civic Center – Annex Gym
9:00am – 3:30pm	Team Competition	Competition Venues
11:00am – 1:00pm	Lunch Pick-up	Maroon Activity Center (MAC)

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	Butte Civic Center
6:00pm – 9:30pm	Merchandise Sales	Butte Civic Center
7:00pm – 9:00pm	Dance Carnival	Butte Civic Center

Saturday, November 14th

9:00am – 3:30pm	Individual Skills- Finals & Awards	Competition Venue
9:00am – 3:30pm	Team Competition and Awards	Competition Venues
11:00am – 1:00pm	Lunch Pick-up	Maroon Activity Center (MAC)

Important Notes for 2026 Basketball Season

- SEASON TIMELINE | IMPORTANT DATES
 - Games Info Packet/Registration Distributed – August 14, 2026
 - Practice Season Starts – August 24, 2026
 - All Paperwork – September 18, 2026
 - Rosters Due – September 25, 2026
 - Exceptions/Scratch Report Distributed – October 9, 2026
 - Final Registration Due – October 16, 2026
- **Coach Education:** Coaches will need to create and claim their profile in the COE. You will click on the link to access the video and quiz. Coaches need to have the sports specific certification for the season they are coaching. Course work will need to be concluded before the paperwork deadline for each season.
- **Healthy Athletes:** Friday November 13th during the Dance/Carnival: FUNFitness, Healthy Hearing, Strong Minds, and Special Smiles.
 - Thursday November 12th: Offering a standalone event on Thursday to offer Strong Minds and Performance Stations. Location and time will be communicated as plans unfold. Stay tuned!

2026 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).

- Butte High School.
 - 401 S Wyoming St
 - 5v5 competition
 - 2 courts
 - Elevator access to upstairs seating
 - Ample seating
 - Lot and street parking

- Maroon Activity Center (MAC)
 - 550 E Mercury St
 - 3v3 competition
 - 4 courts
 - Ample seating
 - Lot parking
 - Lunch Pick Up Location

- East Middle School
 - 2600 Grand Ave
 - 5v5 competition/3v3 unified competition
 - 2 courts
 - Ample seating
 - Lot and street parking
 - Street parking

- Butte Central High School
 - 9 S Idaho St.
 - 5v5 competition
 - 1 court
 - Limited seating
 - Street parking and limited lot parking
 - No ADA restroom available

- Whittier Elementary School
 - 2500 Sherman Ave.
 - 5v5 Unified competition
 - 1 court
 - Street and lot parking

- Ample seating
 - No ADA restroom available
- West Elementary School
 - 1000 Steel St.
 - 5v5 competition
 - 2 courts
 - Ample seating
 - Lot parking
 - No ADA access to viewing area
- The Church of Jesus Christ of Latter-Day Saints
 - 1351 Mt. Highland Drive
 - 5v5 competition
 - 1 court
 - Limited seating
 - Lot parking
- Butte Civic Center Annex gym
 - 1340 Harrison Ave.
 - Individual Skills Competition
 - 1 court
 - Ample seating
 - Lot parking

5v5 RULES

TRADITIONAL

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.
- Each team shall have an adult non-playing coach responsible for the line-up and conduct of the team during 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 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".
- 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. An athlete will "foul out" of the game on their 5th foul.
- Two free throws are awarded on and after the 5th team foul.
- Free throws will be awarded if the foul occurred while shooting.
- 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

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.
- After a game begins and during competition, only the following lineup ratios are allowed: 5 v 5 Basketball (Start of game 5 players on court / team can drop down to max 2 players):
- 3A/2P (Start of game) 3A/1P (Exception: Play can continue with 3 athletes and 1 partner due to a partner personal foul or injury). 2A/2P - 2A/1P
- 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

- 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 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.
- 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.

- The 50 percent rule will no longer be enforced for athletes or Unified Partners, but courts will be monitored for “player dominance” during game play.
- 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:
 - Consistently block shots of lower ability players
 - Play in such a way it crosses into player dominance
- 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 and Partners. Players will “foul out” on their 5th foul.
- Two free throws are awarded on and after the 5th team foul.
- Shooting foul free throws will be awarded.
- 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

Half Court

3 on 3

RULES

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".
- 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. Defender must stay an arm's length distance away during a check ball situation.
- 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.
- 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. Athletes can "foul out" of the game on their 5th foul
- There will be no free throws awarded in 3v3.
- 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.

Half Court

3 on 3

RULES

UNIFIED

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:
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- Shorts & Socks
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- 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

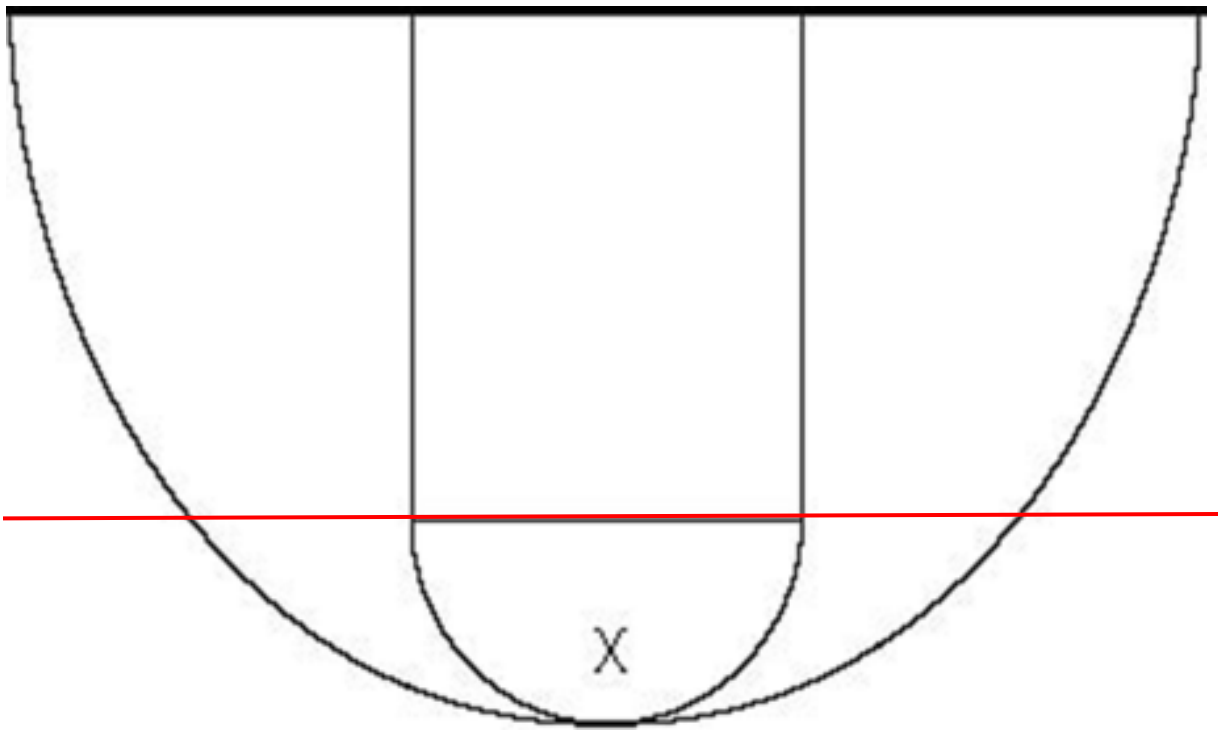
Team Size

- 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

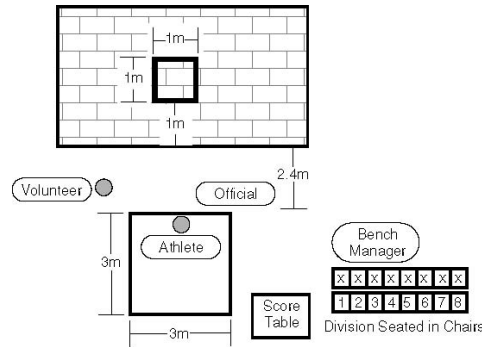
- The game begins with a coin toss to determine who receives possession. There are no jump balls. All jump balls situations, the ball shall be awarded to the defensive team. Alternating possession will be used after the initial coin toss.
- A game consists of two 10- minute halves with a running clock, 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).
- 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.
- The 50 percent rule will no longer be enforced for athletes or Unified Partners, but courts will be monitored for "player dominance" during game play.
- 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:
 - Consistently block shots of lower ability players
 - Play in such a way it crosses into player dominance
- 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. Defender must stay one arm's length away during the check ball.
- 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.
- Fouls will be called on athletes and partners. Players will "foul out" of the game on their 5th foul.
- 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

#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.

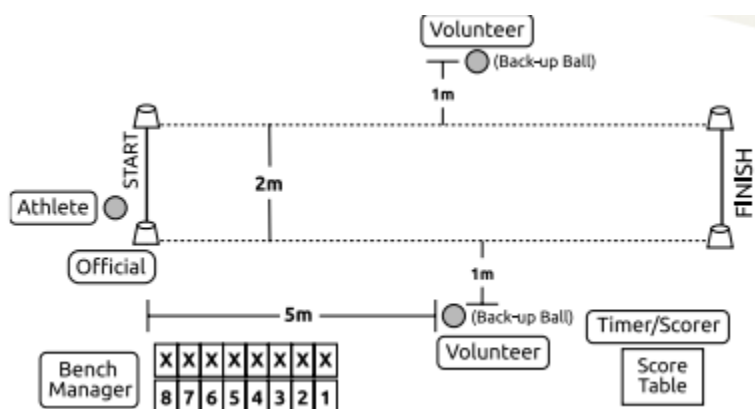
The athlete's score will be the sum of the points from all five passes.

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 ³/₄ inches).

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

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

If an athlete loses control of the ball, the clock continues to run. The athlete can recover the ball. However, if the ball goes outside the 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) “6-FOOT RIM” 3) “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, a 6 or 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 ½ 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 ¾ 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.

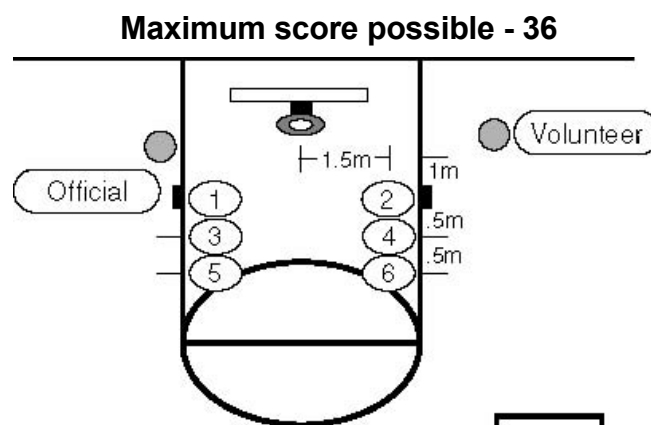
For every field goal made at spots #3 and #4, three (3) points are awarded.

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							
							Total Score
Totals							



INDIVIDUAL ASSESSMENT FOR TEAM PLAY

Instructions to Complete Basketball Team Assessment Process

Step 1: Basketball Individual Assessment Form

- * Complete the top section listing all requested information
- * Each section covers an aspect of basketball team play
- * Choose the point value that best describes the athlete/partner's skill level
- * Place that value in the "Score" box for that section
- * When each section is complete, add each "Score" box together and place it in the "Total Score" box
- * Divide "Total Score" by 6 and place number in the "Overall Rating" box
- * Each player should have a Basketball Individual Assessment Form completed

Step 2: Basketball Assessment Summary Form

- * Complete the top section, listing delegation, team gender (male, female, mixed), team name, and age group.
- * List the players from highest score to lowest score in the column under "Name" then complete the remaining sections of the table. Add and take the average to get the Total Team Rating.

Turn in the summary form for each basketball team within your delegation.

Individual Ratings must be submitted for each of your players on your final registration form

Note:

5v5:

Add and take the average of the top 5 players to get the Top Five Players

Add and take the average of the bottom 5 players to get the Bottom Five Players

3v3:

Add and take the average of the top 3 players to get the Top Three Players

Add and take the average of the bottom 3 players to get the Bottom Three Players

Special Olympics Montana - Basketball Skills Assessment for Individuals

Name: _____
Jersey Number: _____
Team Name: _____
Delegation: _____

☐ Athlete ☐ Partner
Coach's Name: _____
Evaluator's Name: _____
Date of Evaluation: ____ / ____ / ____

Individual Assessment for Team Play

A. Ball Handling

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

- Has difficulty dribbling and catching (2)
- Possesses some ball handling skills but they are very limited (3)
- Can handle ball with dominant hand only (4)
- Can handle ball with both hands (5)
- Has ability to go either direction on the dribble (6)
- Has ability to beat defender regularly with dominant hand (7)
- Has ability to beat defender regularly with either hand (8)

Score:

B. Passing

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

- Has difficulty completing a pass/short pass to a teammate (2)
- Can sometimes make a pass to an open teammate with token pressure (3)
- Can only complete a pass to teammate after looking directly at him/her (4)
- Has ability to choose best type of pass (bounce, chest, skip, other) (5)
- Has ability to complete a no look or quick pass to an open teammate (6)
- Controls game with ability to complete an advanced pass (no look/snap pass) to open player when they are in good position (8)

Score:

C. Movement

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

- Maintains a stationary 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)

D. Game Awareness (one choice- should be the most representative of the athlete's skill level)									
Sometimes confused on offense and defense; may shoot at wrong basket (2) Can play in fixed position as instructed by coach; may go after an occasional loose ball (3) Limited understanding of the game and can run some offensive and defensive sets - coach prompted (4) Moderate understanding of the game, some off and def sets and can occasionally fast break (6) Advanced understanding of the game and mastery of basketball fundamentals (8)									
Score:									
E. Shooting (one choice- should be the most representative of the athlete's skill level)									
Periodically can make an uncontested layup (2) Can make shots inside of lane (3) Can make shots inside of lane and occasionally attempts a mid range jump shot (4) Can make some mid range jump shots (5) Can make some mid range jump shots and will attempt shots beyond 15' (6) Has excellent shooting form and makes shots from all ranges on court (8)									
Score:									
F. Rebounding (one choice- should be the most representative of the athlete's skill level)									
No understanding of rebounding positions or principles, often beaten to a missed shot (2) Gets rebounds only when they land directly to him/her (3) Goes after loose balls within 3 to 4 steps (4) Aggressively goes after rebounds, gets many (6) Exceptional ability to get to missed shots on both sides of the basket and either side of the court (8)									
Score:									
TOTAL SCORE:									
Divide TOTAL SCORE by 6 to determine OVERALL RATING (round off to the nearest tenth i.e. 4.97 = 5.0 or 3.53 = 3.5)									
OVERALL RATING:									

5v5 Summary Form

Special Olympics Montana Basketball Rating Summary Form

Delegation: _____

Team Name: _____

Jersey Color: _____

Age Group: _____

Is the jersey reversible? _____

Total Team Rating: _____
(Add all scores and divide by number of players)

Top 5 Players: _____
(Add top 5 scores and divide by 5)
* If Unified, add the top 2 partners and 3 athletes scores and divide by 5

Bottom 5 Players: _____
(Add bottom 5 scores and divide by 5)
* If Unified, add the bottom 2 partners and 3 athletes scores and divide by 5)

****Each team within a delegation needs to submit this form to bpolk@somt.org and bbush@somt.org by October 16****

Summary of Individual Assessment

Please list player's in order from highest to lowest rating.

Name	Jersey #	Athlete / Partner	Ball Handling	Passing	Movement	Game Awareness	Shooting	Rebounding	Total	Overall Rating

Special Olympics Montana *Basketball Rating Summary Form*

* If Unified, add the bottom partner and 2 athletes scores and divide by 3)

Summary of Individual Assessment

[illegible]