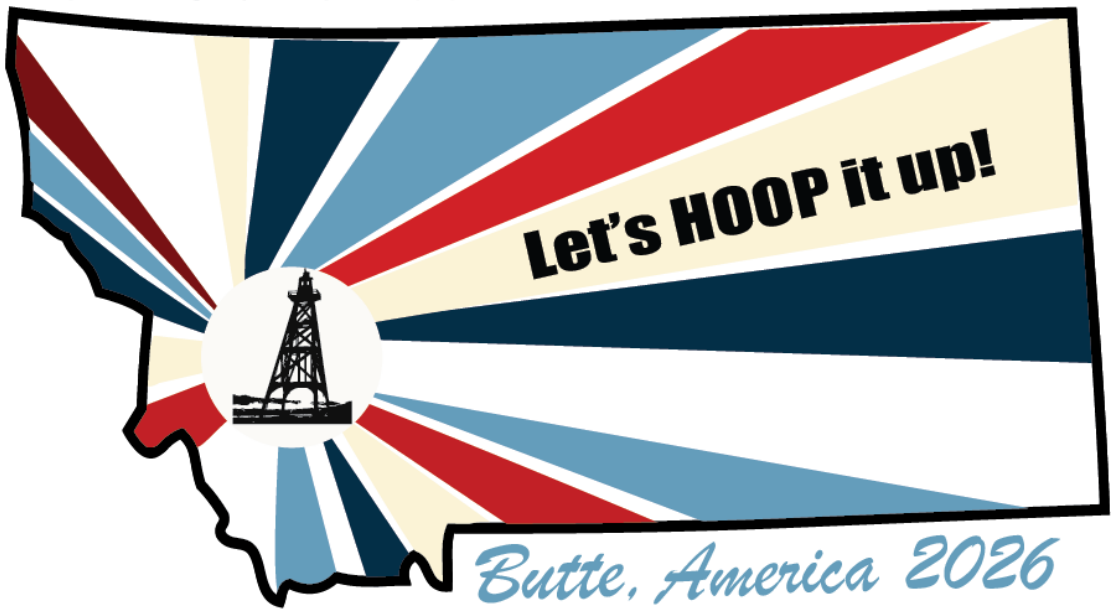
Coaches Handbook

Special Olympics
Montana
BASKETBALL ★ TOURNAMENT



2026 State Basketball Tournament November 12-14
Butte, Montana

SCHEDULE

Thursday, November 12

12:00-4:00	Healthy Athletes/MedFest Sign up only	**Butte Copper King Inn**
4:30 pm - 6:00 pm	Team registration/check-in	**Butte Civic Center**
5:00 pm	Team seating begins	**Butte Civic Center**
5:45 pm	Non-traditional Parade of Athletes line up	**Butte Civic Center**
6:15 pm - 7:30 pm	Opening Ceremony	**Butte Civic Center**
7:45 pm - 8:15 pm	Coaches Meeting	**Butte Civic Center Annex Gym**

Friday, November 13

8:00 am - 4:00 pm	Individual Skills	**Competition Venue**
8:00 am - 4:00 pm	Team Competition	**Competition Venues**
11:00 am - 1:00 pm	Lunch Pick-up	**Maroon Activity Center (MAC)**
5:00 pm - 6:30 pm	Team Dine Out	**Various locations**
6:30 pm - 8:30 pm	Healthy Athletes	**Butte Civic Center**
6:30 pm - 9:00 pm	Merchandise Sales	**Butte Civic Center**
6:30 pm - 8:30 pm	Dance Carnival	**Butte Civic Center**

Saturday, November 14

8:00 am - 3:30 pm	Individual Skills- Awards	**Competition Venue**
8:00 am - 3:30 pm	Team Competition- Awards	**Competition Venues**
11:00 am - 1:00 pm	Lunch Pick-up	**Maroon Activity Center (MAC)**

Venues (Gym assignment)

Maroon Activity Center (3v3)	550 E Mercury St.	Butte
Butte Central High School (5v5)	9 S Idaho St.	Butte
Butte High School (5v5)	401 S Wyoming St.	Butte
East Middle School (5v5)	2600 Grand Ave.	Butte
Civic Center Annex Gym (Skills)	1340 Harrison Ave.	Butte
West Elementary (5v5)	1000 Steele St.	Butte
Whittier Elementary (5v5)	2500 Sherman Ave.	Butte
LDS Church (5v5)	1351 Mt Highland Dr.	Butte

2026 State Basketball Emergency Response Plan

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

Before Leaving for State Games

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

General Emergency Procedure

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

Emergency Response Procedures

Event	Action
Coaches and Local Program Coordinators arriving at Competition Venue (Reference maps in Coaches Handbook)	• Locate the Venue Director in a branded SOMT shirt. • Locate nearest emergency services/first aid station. • Locate the nearest emergency or evacuation exit doors.
Minor Injury during Competition (sprains, abrasions, non-concerning injuries)	• Contact First Aid or Emergency Services on-site if available. • Contact the Venue Director and the SOMT staff member on site. • Complete SOMT incident report and give it to Venue Director. (Incident Reports will be available at every venue.) • Consult emergency services for all head injuries.
Major Injuries during Competition	• Contact First Aid or Emergency Services on-site if available. • Call 911 if First Aid or Emergency Services are not available. • Contact the Venue Director and the SOMT staff member on site. • Complete incident report and give it to Venue Director. (Incident Reports will be available at every venue.)
Theft	• Consult Venue Director or the SOMT staff member on site. • If the individual wants to file a police report, they should contact law enforcement. **406-497-1120** • Local Program Coordinators or Coaches will be contacted and asked to file an incident report.
Security, Violence and Threats	• Contact the police officers either on-site or 911 immediately for situations involving violence or threats. • Contact school officials. • SOMT staff, athletes and volunteers will follow the directives of police officers, school officials, and emergency responders.
Evacuation Plan (SOMT will follow established venue evacuation plans.)	• Locate evacuation exit doors marked on the maps in the Coaches Handbook. • In case of an evacuation, coaches and teams need to vacate the building quickly and set a spot to meet away from the building. • Coaches will complete a roll call, and wait for directions from venue officials, law enforcement or emergency responders. • If a member of your group is missing, notify officials immediately.
Missing Person	• The coach or volunteers should immediately search the area including venue grounds, restrooms, concessions and spectator areas. • The head coach of the delegation confirms that the athlete is missing and then contacts the parent/guardian and Venue Director. • Venue Director designates someone to go to the office to make an announcement for the athlete to return to their team. • The Venue Director contacts law enforcement right away.

	• The SOMT staff and volunteers will follow the directives of the law enforcement officers until the missing person is found and returned to the delegation. • Meanwhile, the Venue Director contacts the SOMT Emergency Contact who goes to the venue to assist. • The head coach needs to complete a Missing Person's Report form with the following details: personal details (name of athlete, height, weight, age, hair color, distinctive features) last known location/time, medical information, and a call back/contact number for the coach. • The head coach should make sure that other coaches and volunteers remain with the team and provide support. • The SOMT Emergency Contact staff contacts SOMT's Mar/Comm Sr. Director and the CEO to facilitate communication. • Inform all involved parties that the search is complete.
Environmental Emergencies (Inclement weather, air quality, etc.)	• SOMT Sports staff and the Venue Director will assess, adjust, and implement changes to the event as needed. • In case of extreme conditions, the event will be cancelled.
Medical Emergencies Away from Competition or After Hours	• Call 911 to determine how to handle the situation. • Contact one of the Emergency Contacts listed above and complete an incident report. • **Go directly to St. James Hospital (406-723-2500) 400S Clark St. Butte, MT 59701**
Lost and Found	• Contact the venue or check at the lunch pick-up area at the Maroon Activity Center, 550 E Mercury St, until Saturday at 1:00.
Communication	• SOMT will provide updates and changes through text messages, emails, and social media.
Non-Emergency Disruptions During Event	• Contact Venue Director and SOMT Staff on-site.

Team Check-In

Team check-in is 4:30 – 6:00 pm on Thursday, November 12th at the Butte Civic Center. Follow the entrance signs. Coach and athlete packets, along with raffle tickets and posters will be distributed at this time. **A representative from each team/delegation MUST check in.**

Opening Ceremony

Opening Ceremony

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

Mandatory Coaches Meeting

A mandatory coaches meeting for the **HEAD** coach of each team will take place at the Annex gym located at the Civic Center following the Opening Ceremony.

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

Team Spokesperson

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

Credentials

Identification name tags will be provided for each athlete, unified partner, coach, LPC, area director and volunteer registered in the 2026 State Basketball Tournament. They will be included in the delegation/team packet at registration. Credentials should be worn at all times during the tournament, except when the athletes and unified partners are competing. **Please recycle credentials at each venue with the SOMT staff member on site if you do not want to keep them.**

Thank You Cards

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

Lunches

Lunches will be available for pickup on Friday and Saturday at the Maroon Activity Center (MAC) from 11:00-am-1:00pm. Coaches are responsible for picking the lunches up for their teams and delivering them to their athletes.

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

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

Maroon Activity Center – Bus parking and drop off in main lot.
Butte Central High School – Bus parking where available. Drop off on Galena St.
Butte High School – Bus parking where available. Drop off in bus loop off Platinum St.
East Middle School– Bus parking along the street. Drop-off in east lot off Garfield St.
West Elementary School – Drop off in bus loop in lot, parking in lot or street as available.
Whittier Elementary School – Bus parking on street. Drop off zone along Ottawa St.
Civic Center Annex – Bus parking and drop off in main lot.
LDS Church – Bus parking and drop off in main lot

Green Lanyard Initiative

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

Special Olympics Montana

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.

Special Olympics Montana

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.
- 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 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.

Special Olympics Montana

Half Court 3 on 3 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 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.

Special Olympics Montana

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:
    - 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 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.

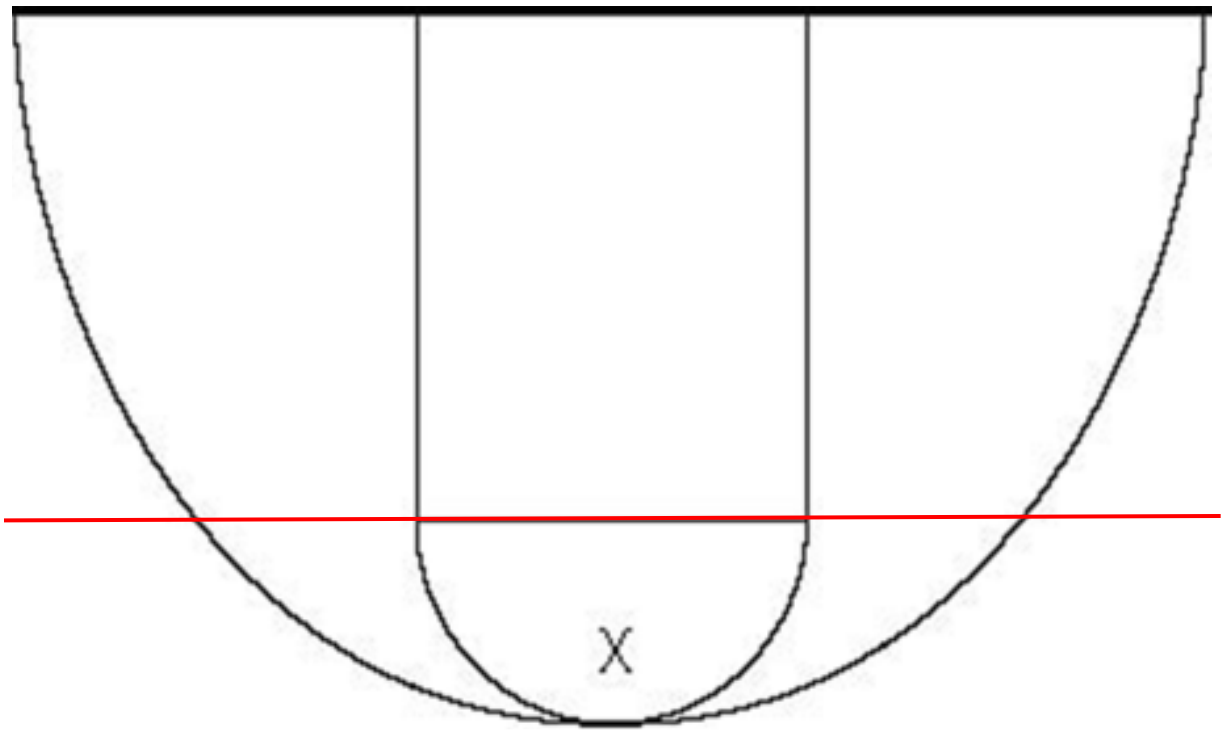
Game Play

- 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.
- 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.
- 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

- 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.

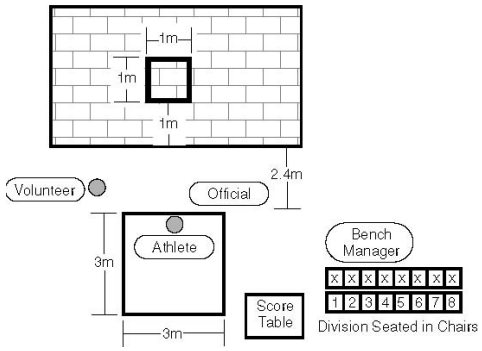
- A player may take two steps beyond what is allowable. However, if the player scores or escapes the defense as a result of these extra steps, an advantage has been gained and a traveling violation should be called. Frequency of violation depends on the game situation and division.
- Players may not 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



Special Olympics Montana

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.

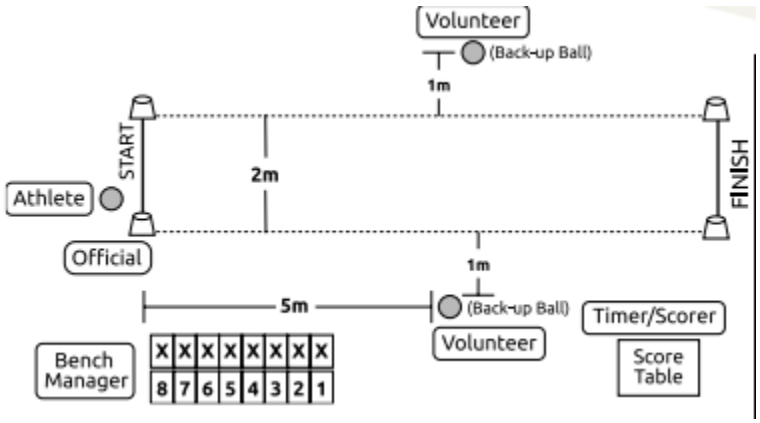
The athlete's score will be the sum of the points from all five passes.

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"*



1)

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

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

2) Equipment:

Three basketballs, four traffic cones, floor tape or chalk, measuring tape and a stopwatch.

3) Description

The athlete begins from behind the start line and between the cones.
The athlete starts dribbling and moving when the official signals.
The athlete dribbles the ball with one hand for the entire 10 meters (32 feet 9 ¾ inches).
A wheelchair athlete must alternate, taking two pushes followed by two dribbles for legal dribbling.
The athlete must cross the finish line between the cones and must pick up the basketball to stop the dribble.
If an athlete loses control of the ball, the clock continues to run. The athlete can recover the ball. However, if the ball goes outside the 2-meter lane, the athlete can either pick up the nearest back-up basketball or recover the errant ball to continue the event.

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

4) Scoring

The athlete will be timed from the signal "Go" to when he/she crosses the finish line between the cones and picks up the basketball to stop the dribble.
A one-second penalty will be added every time the athlete illegally dribbles (e.g., two-hand dribbles, carries the ball, etc.).
The athlete will receive two trials. Each trial is scored by adding penalty points to the time elapsed and converting the total to points based on the Conversion Chart.

The athlete's score for the event is his/her **best** of the two trials converted into points. (In case of a tie, the actual time will be used to differentiate place).

Attempts	1st Time	Penalty Points	Score	2nd 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.

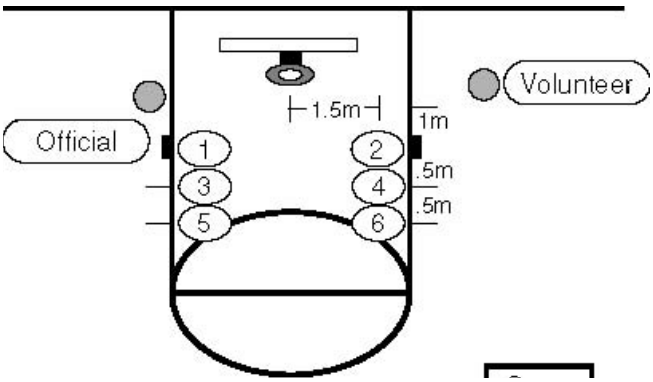
For every field goal made at spots # 5 and #6, four (4) points are awarded.

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



Modifications should have been sent in on final registrations, and the list to check for modifications was sent for review with the delegation report. If you sent corrections or changes to the SOMT Sports staff ahead of the tournament, those should appear on your athletes score sheet. If you did not, there is not a guarantee your athletes modifications were recorded. Please make sure to review modifications with the venue director or volunteers if you are unsure.

SOMT Sports will do their best to division athletes with similar modifications together for Championship Saturday.

Special Olympics Montana

SOMT Unsportsmanlike Conduct Protocol

1) **Warning – Bench Warning**
    a. **Coaches and bench will be warned for unsportsmanlike conduct.**
    b. **If spectators are involved, the coach should make every effort to control unsportsmanlike conduct from members of their team or spectators associated with their program.**

2) **Misconduct Report filed, technical awarded to offending team, removal from venue**
    a. **The opposing team is awarded two free throws and the ball for continued play.**
    b. **Misconduct report will stay on file with the state office and the team LPC will be issued a warning.**
    c. **Those involved will be removed from the venue.**

3) **Team Disqualification and removal from competition venue**
    a. **Team and team spectators will be asked to leave the venue.**
    b. **The offending team will be disqualified from the remainder of the tournament. Disciplinary action will be taken and reinstatement to state level competitions will be at the discretion of the SOMT Sports Department.**

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

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

Sports Department Contacts:

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

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

Richie Whitney, Sports and Competition Coordinator (rwhitney@somt.org) or 406-315-4195

Tanner Sholey, West Program Coordinator (tsholey@somt.org) or 406-315- 4335

Key

Competition Area

Parking Area

Bus Drop Off

Entrance

Evacuation Exits

No Parking/Do Not Enter





Maroon Activity Center (MAC) – 3v3 competition/Lunch Pick up

550 E Mercury St.

Buses will drop off athletes using bus drop zone. Enter the MAC using the main entrance.

Key

Competition Area

Parking Lot Area

Bus Drop Off

Competition Entrance

No Parking/Do Not Enter

Evacuation Exits



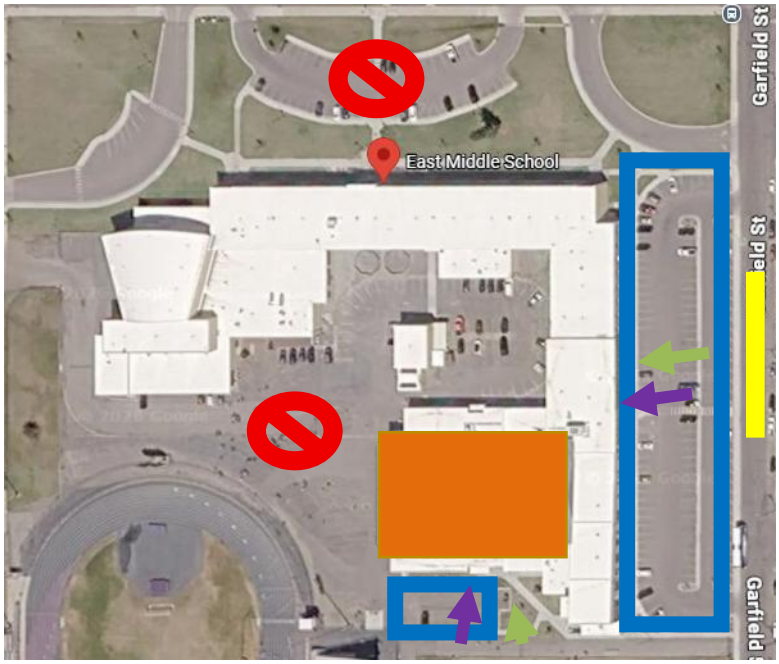
Nils Hunerfurst Photo credit



Butte Civic Center
1340 Harrison Ave

Opening Ceremony, team registration, coaches meeting, dance/carnival, Healthy Athletes, skills competition. Utilize bus drop zones, lot parking.







East Middle School

2600 Grand Ave

Buses drop off athletes on Garfield St. and utilize on street parking if needed. Enter through doors on Garfield.

Key

Competition Area

Parking Lot Area

Bus Drop Off

Competition Entrance

No Parking/Do Not Enter

Evacuation Exit

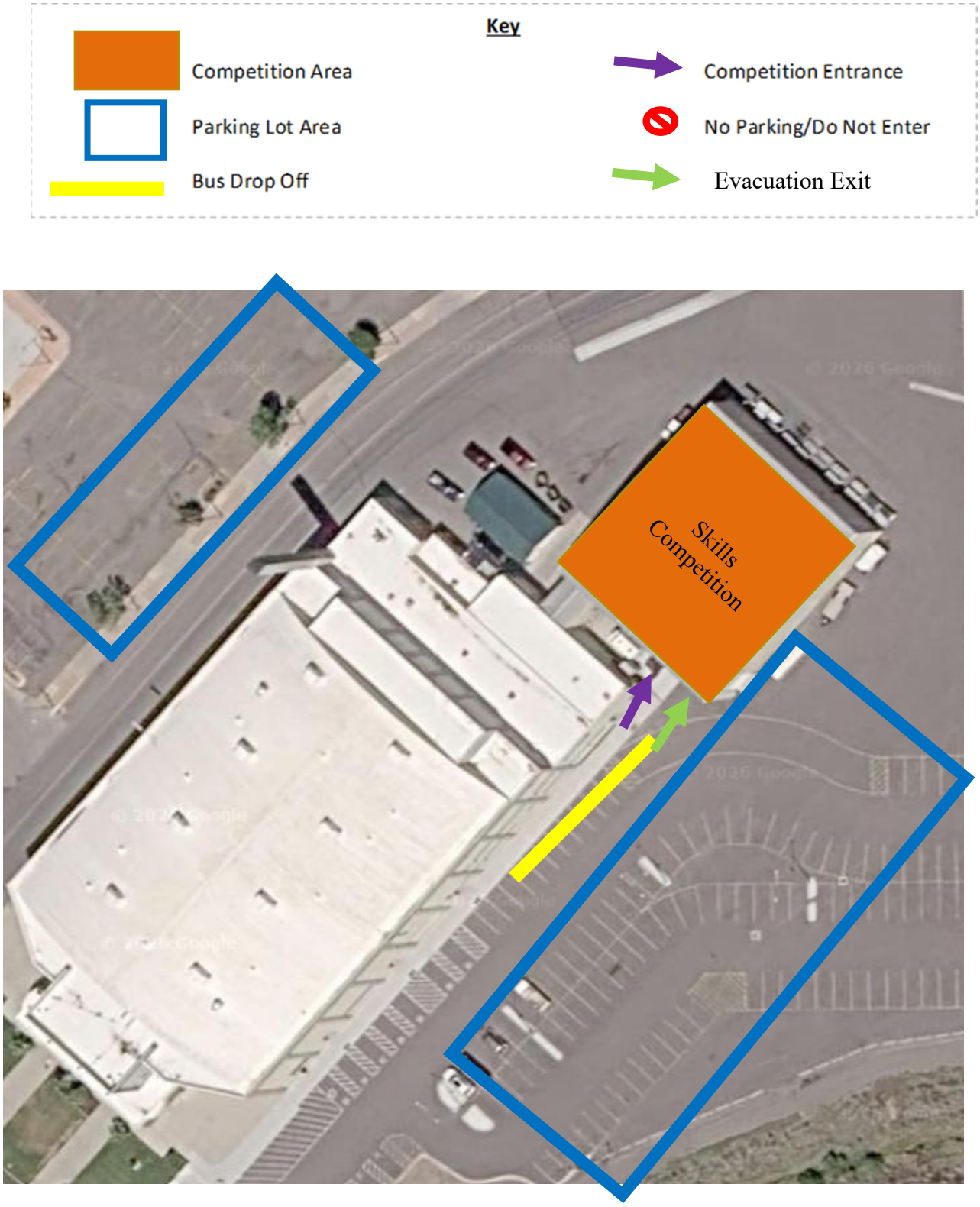




Butte High School

401 S Wyoming St.

Buses can drop athletes off at the horseshoe in front of the building. On street and lot parking.



Civic Center Annex Gym- Skills Competition

1340 Harrison Ave

Buses will drop off athletes on in drop off zone. Lot parking. Use direct access door to annex, do not go through the civic center

Key

Competition Area

Parking Lot Area

Bus Drop Off

Competition Entrance

No Parking/Do Not Enter

Evacuation Exit





West Elementary School – 5v5 Competition

1000 Steele St.

Buses will drop off athletes using bus drop zone. Enter West using main entrance. Limited on street and lot parking.



Butte Central High School – 5v5 Competition

9 S Idaho St.

Busses drop off athletes using bus drop zone on W Galena St. Limited Street parking.



Whittier Elementary – 5v5 Competition

2500 Sherman Ave

Buses use drop zones and find lot or street parking. Enter the gym from the bus drop zone

Key

Competition Area

Parking Lot Area

Bus Drop Off

Competition Entrance

No Parking/Do Not Enter

Evacuation Exit





LDS Church – 5v5 Competition
1351 Mt Highland Dr.

Buses will drop off athletes in bus drop zone, lot parking.

Friday Night Dine Out

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

Merchandise Sales

Get your 2026 State Basketball Tournament merchandise from 6:30-9:00 pm. UpTop will be on site Friday November 13th during the Dance Carnival at the Civic Center.

Dance Carnival

Stars, Stripes, and Slam Dunks

Friday, November 13th, 6:30PM to 8:30PM at the Butte Civic Center

Carnival Games, Music, Dancing, and more!

Healthy Athletes

Healthy Athletes and the Dance Carnival will be held simultaneously at the Civic Center. Athletes can enjoy both events on the same evening, Friday, November 13th:

6:30pm – 8:30pm Healthy Athletes

Awards

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

Awards placements are **final** – LPC's and Coaches should not ask for a change of awards at the awards table. If this is reported, an incident report will be filed. If there are any questions or concerns, contact the Awards Staff Liaison, Raylynn Bucher (406-868-3216).

Coaches' Responsibilities

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

Athletes should:

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

Coaches should:

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

Thank You Butte!

Games Management Team

Keith Miller, Maggie Welch, Pam Cloonan - Games Director's

Joe McClafferty – Competition Director

Sean Ryan – Referee Recruitment

Stephanie Sorini, Kehli Hazlett, Kelly Herda- Administration/Human Resources

Matt Boyle - Special Events

Bill McGladdery, Paul Babb, John Winston- Fundraising

Holly Netz, Mike Hamblin - Public Relations

Angie Ferry - Area Liaison

Richie Whitney, Tanner Sholey, Tom Cronelly, Mike Thatcher, Deacon Bernie McCarthy - Support Services/Dine out

Diane Chuprinski- Awards

Ed Heard– Operations

Terri Norman – Unified Champion Schools

Karen Costello, Shari Charron– Health Directors

Jorey Thatcher– LETR Director

Venue Directors

Maroon Activity Center– Jer Ulsher

Butte Central High School – Brendan McDonough

Butte High School– Karen Shepherd

Civic Center Annex – Callie Aschim

East Middle School– Kelci Thatcher

LDS Church – Perry Hawbaker

West Elementary – Jori Liva

Whittier Elementary – Michaela Tomsheck