

**Special
Olympics
Missouri**



Southwest Area ♦ 2914 E. 32nd Street ♦ Joplin, MO 64804 ♦
Phone: 417.624.5505 ♦ Fax: 417.624.5517 ♦ fornelli@somo.org

BASKETBALL

DATES / LOCATIONS:

AREA TOURNAMENT DATE: Saturday, January 28, 2017
LOCATION: Neosho School District

High School/Junior High School: 511 South Neosho Boulevard, Neosho, MO

Middle School: 1400 Hale McGinty Drive, Neosho, MO

Deadlines:

Physicals, Unified Partner forms and Class A Forms – Wednesday, January 11th
Roster & Meal Counts – Friday, January 13th

Sack lunches will be available at Area Competition for athletes, Unified Partners, coaches and chaperones if you submit the Basketball Information Sheet by January 13th. Concession Stand will also be available.

AREA COMPETITION OFFERED:

- Team Basketball: Regulation, Modified, Unified, 3-on-3 Basketball
- Individual Skills, Wheelchair Individual Skills, Team Skills

REGIONAL ADVANCEMENT

Joplin – February 4th
Jefferson City – February 18th

All Teams who wish to attend State Competition MUST attend Area and Regional Competitions. First and Second Place teams at Regionals are eligible to advance to State Competition. All teams are welcome to participate at Regional.

POLICIES

ROSTERS

- The composition of any team roster, including substitutes, MAY NOT EXCEED the following:
 - Team & Unified Team - 10 players
 - 3 on 3 - 6 players
 - Team Skills - 7 players
- Unified partners should be noted by putting "UP" by their name.

TEAM SKILLS - All team skills' registrations must be accompanied by copies of score sheets from 2 halves (1 full game – max score 110).

COMPETITION - All athletes, teams and individuals, must compete at Area and Regionals if they wish to go to State. All teams, Regulation, Modified, and Unified must qualify to advance to State. Individual Skills athletes must participate at Area and Regionals and qualify to advance to the State event. Up to 2 roster changes can be made between Area and State Competition.

EVALUATION – Base all individual evaluations on how they would perform in GAME SITUATIONS. Practice-based evaluation is helpful, but not always indicative of their performance against another team.

Modified = Scores 24 and below

Regulation = Scores 25 and above

Also be aware that the evaluation team at Area can make recommendations regarding teams moving from Regulation to Modified or vice versa. **Teams can also be kept from advancing to State if the Evaluation team feels that your team scores are misrepresentative of the teams' abilities.**

In addition, all teams will be evaluated for sportsmanship.

ADDITIONAL POINTS OF EMPHASIS

Uniforms / Appearance

- Shorts do not have to match, however, shorts or sweat pants must be worn.
- Shirts worn under jersey must be white or the same color as the jersey.
- Numbers must be on the front and back of the shirt.
- NO jewelry. Medical bracelets must be taped down.
- Length of compression shorts restricted to above the knee.
- Referees have the authority to establish safety-related rules regarding hairstyles and fingernail length. These decisions will be FINAL.
- Per MSHSAA rules, shoes with lights are prohibited. Also, there shall be no beads in hair, and **all uniform numbers should have digits ranging from 0-5.**

Protests / Complaints

- The venue coordinator will have authority to make all venue decisions with the exception of protests. These decisions will be FINAL.
- Protests must be made through proper channels (which is through the scorer's table and the referees). The tournament Rules Committee will then make its determination. All Rules Committee decisions are FINAL.
- **DO NOT verbally abuse a volunteer under ANY circumstances. SOMO Code of Conduct will be STRICTLY enforced.**

Overtime / Halftime Length

- If a gymnasium falls behind schedule, the half-time break will be shortened to no less than 5 minutes OR games will take place with a running clock except for the last 2 minutes
- The length of each extra period shall be 4 minutes in games with 8-minute quarters and 3 minutes in games with 6-minute quarters.

Game Play

- The composition of any team, including substitutes, may not exceed 10 players.
- Free Throws – Starting with the 7th team foul, the opposition gets a “1-and-1” opportunity (bonus free throw is given if the first free throw is good). The 10th and all subsequent fouls automatically result in two shots.
- A technical foul will be issued following a team warning for huddles or contact with the free thrower which delays the free throw.
- An offender disqualified for a flagrant foul is ejected to the bench instead of vicinity of the bench.
- The 2nd direct technical foul charged to the head coach results in ejection. The team may only continue if a fully certified coach is available.
- Taunting, baiting and fighting will not be tolerated. Fighting is defined as swinging arms and elbows, or rough play and loose ball contact. The penalty for fighting is a technical/flagrant foul and/or disqualification.
- All substitutes must check in at the scorer's table and may not enter the game until waved in by the officials.
- All games will be governed by MSHSAA Rules. All rules that are not specifically modified will be in effect. In the case of any rule conflicts, SOMO rules will apply.
- All other rules are administered by either SOMO Rules or the MSHSAA Rules' Book. The Simplified and Illustrated version of MSHSAA rules is recommended. This can be obtained from the National Federation of State High School Associations, 11724 NW Plaza Circle, Kansas City, MO 64195-0626 for \$4.00.
- Copies of the SOI and SOMO Basketball rules and forms can be found at <http://somo.org/SportsOffered>

SPECIAL OLYMPICS MISSOURI BASKETBALL INFORMATION SHEET

Please fill in the info below. (* is required, other fields optional unless info has changed).

Agency/Team Name*	
Coach's Name*	
Mailing Address	
Day Phone	Evening Phone
Fax*	Email*

Please answer the following:

1. Does your team plan on competing at the Regional level? Yes No
2. Does your team plan on competing at the State level? Yes No
3. # of meals needed by your team at Area/Regional competition

AREA: _____ REGIONAL: _____

Be sure to include athletes, Unified Partners, coaches, chaperones and bus drivers if they need lunches.

4. Do you have anyone that needs any of the following training:

Basketball

Yes If yes, number of individuals _____ No

General Session/Principles of Coaching

Yes If yes, number of individuals _____ No

Thanks for taking the time to answer the above questions. Please fax or email this form to the area office by January 13 at:

Special Olympics Missouri
Attn: Jana
Fax: 417.624.5517
Email: fornelli@somo.org



Basketball Skills Assessment

Name:	_____	Athlete	Partner
Jersey Number:	_____	Coach's Name:	_____
Team Name:	_____	Evaluator's Name:	_____
Delegation:	_____	Date of Evaluation:	_____

DO NOT COMPARE ATHLETES TO EACH OTHER

- 0-1 Low Motor/Individual Skills/Team Skills 2-3 Grade School level player (Modified)
- 4-5 Junior High School level player (Reg/Mod) 6-7 High School level player (Unified/Regulation)
- 8 College level player (Unified/Regulation)

Individual Assessment for Team Play

- No understanding of the dribbling concept (0)
- Understands the concept, but cannot sustain the skill for multiple dribbles (1)
- Can maintain consecutive dribbles, but not on a consistent basis (2)
- Standing still, can dribble for sustained period and pick up dribble under control (3)
- Can legally dribble the length of the court unguarded with dominant hand only (4)
- Can legally dribble the length of the court unguarded with both hands (5)
- Has ability to go either direction on the dribble (6)
- Has ability to beat the defender regularly with dominant hand (7)
- Has ability to beat the defender regularly with both hands (8)

Score: _____

- Does not understand the concept of passing/refuses to pass the ball in a drill (0)
- Can simulate the motion of a chest or bounce pass, but not usually successful in performing the skill (1)
- Can complete a pass to a teammate in a stationary drill, but not in a game atmosphere (2)
- Can complete a pass to a teammate in a moving drill, but has difficulty in a game atmosphere (3)
- Can only complete a pass to teammate after looking directly at him/her (4)
- Can sometimes make a pass to an open teammate with token pressure (5)
- Has ability to choose the best type of pass (bounce, chest, skip, other) (6)
- Has ability to complete a no look or quick pass to an open teammate (7)
- Controls game with ability to complete an advanced pass (no look/snap pass) to an open player (8)

Score: _____

- Will not move unless coach physically moves athlete into position (0)
- Can move independently, but does not understand when/where to move in game conditions (1)
- Can move independently, but has limited mobility and usually only plays on one end of the court (2)
- Able to move in game conditions with repeated instructions from the bench (3)
- Moves only 1-2 steps toward ball or opponent (4)
- Moves toward ball; but reaction time is slow and only in a limited area of the floor (5)
- Movement permits adequate court coverage (6)
- Good court coverage; reasonably aggressive (7)
- Great court coverage; aggressive anticipation (8)

Score: _____

- Does not understand two-way basketball - only interested in shooting when in control of the ball (0)
- Can play both ends of the court but only with excessive prompting from the bench (1)
- Sometimes confused on offense and defense; may shoot at the wrong basket (2)
- Can play in a fixed position as instructed by coach; may go after an occasional loose ball (3)
- Has little or no concept of defense and will only play offense (4)
- Limited understanding of the game and can run some offensive and defensive sets - coach prompted (5)
- Limited understanding of the game and can run some offensive and defensive sets without prompting (6)
- Moderate understanding of the game, some off and def sets and can occasionally fast break (7)
- Advanced understanding of the game and mastery of basketball fundamentals (8)

Score:

- Cannot shoot the ball high enough to make a basket on a 10 foot rim (0)
- Can only make a set shot from within the lane; does not have the necessary skill to do a lay-up (1)
- Periodically can make an uncontested lay-up (2)
- Can make shots inside of lane and occasionally attempts a mid range jump shot (3)
- Can make shots inside the lane (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 (7)
- Can create his/her own shot while being closely guarded (8)

Score:

- Does not understand the concept of rebounding; will not retrieve a missed shot (0)
- Can retrieve a loose ball, but does not jump for it (1)
- Gets rebounds only when they come directly to him/her on the floor (2)
- Goes after loose balls within 3 to 4 steps, but does not jump for the ball (3)
- Attempts to rebound a ball by jumping (4)
- No understanding of rebounding positions or principles, often beaten to a missed shot (5)
- Attempts to rebound on both offensive and defensive ends of the court (6)
- Aggressively goes after rebounds, gets many (7)
- Exceptional ability to get to missed shots on both sides of the basket and either side of the court (8)

Score:

Total Score:

(Maximum Score = 48)

DIVIDE TOTAL SCORE BY 6 TO DETERMINE OVERALL RATING (round off to the nearest tenth i.e. 4.97 = 5.0)

OVERALL RATING: ~~_____~~



Basketball Rating Summary Roster Form

Team Name: _____

Agency Name: _____

Agency Number: _____

Head Coach: _____

Coach Email: _____

Coach Phone: _____

Agency Contact: _____

Agency Email: _____

Agency Phone: _____

Team Gender: M F

Age Group: _____

8-15 Juniors 16-21 Seniors 22-39 Masters 40+ Senior-Masters

One athlete in a higher age group puts the entire team in that age group except Senior-Masters

Type of Team: 3-on-3

Modified

Regulation

Unified

Unified-Modified

Unified 3-on-3

Circle ALL that apply:

Area

Regional

State

Summary of Individual Assessment

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

Name	Birth Date	Sex	Athlete/ Partner	Ball Handling	Passing	Movement	Game Awareness	Shooting	Rebounding	Total of ALL Rating

Comments: (If you have an older player but do not feel they change your team's ability; if your team cannot travel on a certain date; etc.)

Total Team Average:

(Add all scores and divide by number of players; Regulation = 25+; Modified = 24-)

TEAM SKILLS BASKETBALL ENTRY FORM

Agency Name & Code: _____

Team Name: _____

Gender: _____ Age Group (circle one): 8-15 16-21 22-39 40+

Head Coach Name & Cell Phone: _____ (____) _____

Assistant Coach Name & Cell Phone: _____ (____) _____

Athlete Name	DOB	Gender
1.		
2.		
3.		
4.		
5.		
6.		
7.		

SCORING

- Team receives one point for each correct pass.
- Team receives one point for each successful catch.
- Team receives two points for each successful field goal.
- A bonus of one point is awarded for each complete successful round of passing, catching and a made field goal.
- The maximum number of points that can be accumulated by a single team during one half is 55. A maximum point per round is 11 points; four (4) points for catching, four (4) for passing, two (2) for baskets, and one (1) for perfect round.

FIRST HALF

ROUND 1 _____ pts.

ROUND 2 _____ pts.

ROUND 3 _____ pts.

ROUND 4 _____ pts.

ROUND 5 _____ pts.

FIRST HALF

TOTAL POINTS _____

SECOND HALF

ROUND 1 _____ pts.

ROUND 2 _____ pts.

ROUND 3 _____ pts.

ROUND 4 _____ pts.

ROUND 5 _____ pts.

SECOND HALF

TOTAL POINTS _____

TOTAL SCORE (FIRST HALF + SECOND HALF): _____



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BASKETBALL INDIVIDUAL SKILLS ENTRY FORM

Agency Name: _____ Code: _____ Area: _____

Mailing Address: _____ City: _____ Zip: _____

Head Coach Name: _____ Cell Phone: _____

Assistant Coach Name: _____ Cell Phone: _____

ROSTER

Athlete's Name	Birth Date	Sex	Down's Syndrome (Y or N)	Spot Shot	Target Pass	Ten Meter Dribble	TOTAL Points

SPECIAL OLYMPICS MISSOURI
BASKETBALL LOW MOTOR ACTIVITIES ENTRY FORM

Team Name: _____

Agency Name & Code: _____ Area: KC Metro

Agency Address: _____

Head Coach Name & Phone: _____ () _____

Assistant Coach Name & Phone: _____ () _____

Athlete's Name	Birth Date	Sex	Down's Syndrome (Y or N)	Discuss CoC (✓)	Speed Dribble

