



BASKETBALL

The Official Special Olympics Sports Rules shall govern all Special Olympics basketball competitions. As an international sports program, Special Olympics has created these rules based upon Federation Internationale de Basketball (FIBA) Rules and the Rules of the National Governing Body (NGB), which is MSHSAA. FIBA Rules shall be employed in international competitions and the MSHSAA Rules shall be employed in local competitions except when either is in conflict with the Official Special Olympics Sports Rules. In such cases, the Official Special Olympics Sports Rules shall apply.

A. Events offered by Special Olympics Missouri

1. Individual Skills Basketball
2. Team Skills Basketball-Half Court
3. 3-on-3 Basketball-Half Court
4. 3-on-3 Unified Basketball-Half Court
5. Modified Basketball-Full Court
6. Regulation Basketball-Full Court
7. Unified Sports® Basketball-Full Court
8. Unified-Modified Basketball-Full Court
9. Wheelchair Basketball Skills

B. Modified Basketball – 6-minute quarters

1. Any team with **20 or less** points on the Skills Assessment Form
2. Playing time will be 4 quarters of 6 minutes each with intermissions of 1 minute after the first and third quarters, and 5 minutes between halves. The game clock will be stopped for each dead ball.

3. Officials will grant a player or coaches' oral or SIGNED request for a time out.
4. A player shall not remain for more than 5 seconds in "the lane".
5. A player may take 2 steps beyond what is allowable (incidental traveling). However, if the player scores, or escapes the defense as result of these extra steps, an advantage has been gained. A violation shall be called immediately.
6. In all cases, if a player has a physical impairment, which, in the officials' judgment, causes him to commit an illegal act, the violation shall not be penalized unless an unfair advantage is gained by the action.
7. If a player **gains an advantage** by double dribbling, walking, etc. it is an infraction.
8. There shall be no full-court pressing in the modified Division of Basketball. The first offense will be a warning, and thereafter a technical foul will be called on the bench. This mean as soon as Team A gains control of the ball in the back court, Team B MUST drop back to their defensive end beyond mid-court; however, if Team A loses control of the ball or makes an errant pass without Team B defending, Team B may gain control of the ball in the back-court.
9. The Mercy Rule, which states that there shall be a running clock for all games where one team is ahead by 30 points or more in the fourth quarter. The only time a clock shall stop in this situation will be for timeouts, injuries, player disqualification and flagrant fouls.
10. Roster may not exceed 10 players.
11. Because of time and facility constraints, SOMO will not use a classification round / pool play to determine divisions unless otherwise stated in advance of the tournament. SOMO will use Team Scores submitted by coaches for divisioning purposes.

C. Regulation Basketball – 8-minute quarters

1. Any team with skills assessment test score of **21 or higher**.
2. A team leading by 30 points or more and presses on defense will be assessed a technical foul.
3. All games will be played by the regular Missouri State High School Activities Association rules.
4. The Mercy Rule, which states that there shall be a running clock for all games where one team is ahead by 30 points or more in the fourth quarter. The only time a clock shall stop in this situation will be for timeouts, injuries, player disqualification and flagrant fouls.
5. Roster may not exceed 10 players.
6. Because of time and facility constraints, SOMO will not use a classification round / pool play to determine divisions unless otherwise stated in advance of the tournament. SOMO will use Team Scores submitted by coaches for divisioning purposes.

D. Unified Sports® Basketball – 8-minute quarters

1. All games will be played by the regular Missouri State High School Activities Association (MSHSAA) rules with the following exceptions:
2. Playing time will be 4 quarters of 8 minutes each with intermissions of 1 minute after the first and third quarters, and 5 minutes between halves. The game clock will be stopped for each dead ball.
3. The roster must contain at least a proportionate (6 players and 4 partners) number of Athletes and Partners. All Unified teams **MUST** have a minimum of 2 Unified Partners on the rosters
4. During competition, the line-up shall contain at least **three** Athletes and at most **two** Partners. There **shall never** be more than **two** Partners on the floor at any one time, however there may be as many as five Athletes playing at one time.
5. Each team shall have an **adult non-playing certified coach** responsible for the line-up and the conduct of the team during competition.
6. Partners may never score more than 60% of the total team points (**athletes may score up to 100% of the total team points**)

7. Unified Sports® Teams shall be of equal abilities and of similar ages as defined by the Special Olympics Unified Sports® Rules.
 8. A team leading by 30 points or more that presses on defense will be assessed a technical foul.
 9. The Mercy Rule, which states that there shall be a running clock for all games where one team is ahead by 30 points or more in the fourth quarter. The only time a clock shall stop in this situation will be for timeouts, injuries, player disqualification and flagrant fouls.
12. Roster may not exceed 10 players.

E. Unified-Modified Basketball – 6-minute quarters

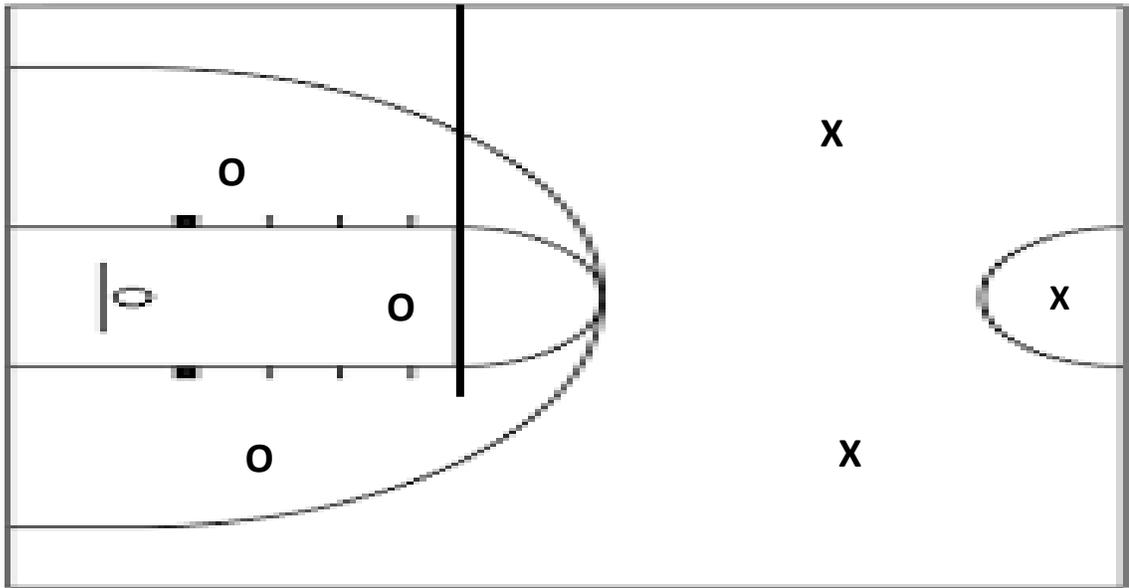
1. The object is to help athletes to learn the game. Coaches should make every effort to play the athletes as much as possible. If it is deemed that a team is using this division to do anything else, the team may forfeit and there may be further sanctions.
2. Playing time will be 4 quarters of 6 minutes each with intermissions of 1 minute after the first and third quarters, and 5 minutes between halves. The game clock will be stopped for each dead ball.
3. All games will be played using Modified Rules.
4. Rosters **MAY** consist of equal numbers of athletes and partners, however partners **MAY NEVER** outnumber athletes.
5. Partners **MAY** score up to 60% of the total points in a game. Athletes may score up to 100% of the total team points in a game.
7. Teams **DO NOT** have to be of equal abilities or similar ages.
8. The cutoff for Modified will be 20 or less points.
9. Roster may not exceed 10 players.

F. 3-on-3 Basketball & 3-on-3 Unified® Sports Basketball

1. Because of time and facility constraints, SOMO will not use a classification round / pool play to determine divisions unless otherwise stated in advance of the tournament. SOMO will use Team Scores

submitted by coaches for divisioning purposes.

2. The throw in for 3-on-3 Basketball will be from the half-court circle on the side of the court the game is being played. This will occur in all dead-ball situations.
3. Games will be played for 20 minutes or 20 points whichever comes first.
4. **All** field goals are worth 2 points, there will be no three-point baskets.
5. 3-on-3 Team rosters and 3-on-3 Unified Team rosters may not exceed 6 players. 3-on-3 Unified Teams must have at least 1 Unified Partner, preferably at least 2, and no more than 3. 3-on-3 Unified Teams must have no more than 1 Partner on the court at a time.
6. There will be no free throws awarded after fouls. The offended-against team will take the ball from the top of the key. While players cannot foul out, excessive use of fouls may be deemed unsportsmanlike conduct by the referee. 2 unsportsmanlike fouls will result in disqualification.
7. All 3-on-3 games will use a running clock. The clock will only stop for timeouts or injuries.
8. **3-on-3 Inbound Rule from Top of Key:**
 - To begin the game and after all dead balls (i.e. fouls/out of bounds, made field goals) the official will give the ball to the offensive player to inbound the ball.
 - **The DEFENSIVE players must stay behind the free throw line extended to allow the OFFENSIVE player the opportunity to inbound the ball.** (see diagram below)
 - Once inbound, the defensive team can pressure the ball past the free throw line extended.



G. Team Skills Basketball

1. If a team requires a lower height goal they must write this on their team registration form. If there are no other teams in their category they must get permission to lower the goal from the other team, if the equipment is available to allow for lower goals.
2. Games will be played until both teams complete 2 full rounds

H. Wheelchair Skills Basketball

1. Shooting
Each athlete will attempt two shots into the basket goal from each distance indicated for a total of ten goal attempts. The amount of points received will increase with distance from the basket. The distance from the base of the basketball stand will be predetermined and marked as 5", 10", 15", 20", and 25". The equipment includes a 4' basket and a smaller basketball of 28 ½ inches in circumference and 18 to 20 ounces in weight.

The points will be tallied as follows:

5"	1 point
10"	2 points
15"	3 points
20"	4 points
25"	5 points

Maximum possible points = 30

2. Passing

Each athlete will attempt two ball passes to a staff member / volunteer from each distance indicated for a total of ten pass attempts. The athlete will pass the ball to a staff member / volunteer standing in a 2'X3' area. The staff member / volunteer must catch the ball within the marked area for the athlete to receive points. The distance from the area will be predetermined and marked as 2', 5', 10', 15', and 20' from the 2'X3' area.

The points will be tallied as follows:

2'	1 point
5'	2 points
10'	3 points
15'	4 points
20'	5 points

Maximum possible points = 30

3. Catching

Each athlete will attempt two ball catches from a staff member / volunteer from each distance indicated for a total of ten catching attempts. The athlete will catch the ball after it is thrown by a staff member / volunteer standing within a 2'X3' area. The staff member must stay in the marked area, and the athlete must use at least one hand to catch the ball to receive points. The distance from the area will be predetermined and marked as 2', 5', 10', 15', and 20' from the 2'X3' area. A staff member may bounce-pass the ball.

The points will be tallied as follows:

2'	1 point
5'	2 points
10'	3 points
15'	4 points
20'	5 points

Maximum possible points = 30

I. Competition Uniforms

1. Uniform jerseys will conform to the MSHSAA rules. This means that they must be numbered appropriately front and back. Please see the MSHSAA rulebook for the proper number size and uniform.
2. T-shirts worn under the jersey must **all** be solid white or the same solid color as the jersey. NOTE: T-shirts may be worn by one or all players on the same team; however, if more than one person wears a t-shirt they **MUST** all be the same color as stated above.
3. Nothing may be worn on the head except a sweatband, scrunchie or rubber band.
4. Flat rubber sole athletic shoes must be worn.
5. Jeans, shorts with pockets or zippers, and pants with pockets or zippers are not permitted.