

**Special
Olympics
Missouri**



STL Metro Area ♦ 2945 S. Brentwood ♦ St. Louis, MO 63144 ♦
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BASKETBALL

DATES / LOCATIONS:

LOCAL TOURNAMENT DATE: Saturday, December 16, 2023

LOCATION: Francis Howell High School

PHYSICAL AND LOCAL ROSTER DEADLINE: November 30, 2023

- Please use attached forms and complete in their entirety.
- Physicals, release forms and Unified Partner forms must be complete and submitted by this deadline.
- The following divisions of competition will be offered: Team Skills, 3-on-3 Basketball, Unified, Modified and Regulation Team Basketball

AREA TOURNAMENT DATE: Sunday, January 21, 2024

LOCATION: Wentzville School District

PHYSICAL AND AREA ROSTER DEADLINE: January 3, 2024

- Please use attached forms and complete in their entirety.
- Physicals, release forms and Unified Partner forms must be complete and submitted by this deadline.
- If attending the Francis Howell Local Tournament, you may submit the same roster for both tournaments simply by writing on the form which events you will attend.
- Bagged lunches will be available on the day of the tournament; please complete the enclosed form to request lunches for your athletes and coaches.
- **AREA COMPETITION OFFERED:** Team Basketball: Regulation, Modified, Unified, 3-on-3 Basketball, Individual Skills, Wheelchair Individual Skills, Team Skills

REGIONAL TOURNAMENT DATE: Sunday, February 18, 2024

LOCATION: Cape Girardeau SportPlex

- All teams are eligible to advance from the Area Tournament to the Regional Tournament; rosters and physicals will be automatically advanced from Area Tournament, unless your team decides not to advance. Please note, each team may make up to two roster changes between the Area and Regional Tournaments, remainder of roster must stay the same.
- **REGIONAL COMPETITION OFFERED:** Team Basketball: Regulation, Modified, Unified, 3-on-3 Basketball; Individual Skills, Wheelchair Individual Skills, Team Skills

STATE TOURNAMENT DATE: Saturday, March 16, 2024

LOCATION: Lindenwood University; St. Peters Rec Plex; St. Charles West HS; Duchesne HS

- First and second place teams at the Regional Tournament are eligible to advance to the State Tournament. No roster changes are allowed between the Regional and State Tournaments
- **STATE COMPETITION OFFERED:** Team Basketball: Regulation, Modified, Unified, 3-on-3 Basketball; Individual Skills, Wheelchair Individual Skills, Team Skills

AREA POLICIES

ROSTERS

- The composition of any team roster, excluding alternates, may not exceed the following:
 - Team & Unified Team - 10 players
 - 3on3 - 6 players
 - Team Skills - 7 players
- Please identify Unified partners by putting "UP" by their name.
- Up to 2 players on a team, who miss the Area Tournament, can participate in the Regional Tournament. The reason must be an emergency. Your Program Director MUST approve the athlete(s) for the state roster.
- **ALL FORMS NOT PROPERLY AND COMPLETELY FILLED OUT WILL NOT BE ACCEPTED AND WILL BE RETURNED. IN ADDITION, YOU MUST USE THE ENCLOSED FORMS!**

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

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.

Also be aware that the evaluation team at the Area & Regional Tournaments 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. The sportsmanship criteria for advancing is enclosed and will be strictly adhered to in all Special Olympics events.

ADDITIONAL POINTS OF EMPHASIS

Uniforms / Appearance

- Shorts do not have to match, however, shorts or sweat pants must be worn.
- Numbers must be on the front and back of the shirt, and must be basketball numbers only.
- The Special Olympics logo may be worn on the sleeve of the t-shirt.
- NO jewelry. Medic bracelets must be taped down.
- Length of compression shorts restricted to above the knee.

Protests / Complaints

- The Event Manager on-site 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. If you feel the need to raise your voice, do so towards the Area Director. Directing your anger in any other direction will be considered a Code of Conduct violation. 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.
- 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 on game day.
- 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.
- Copies of the SOI and SOMO basketball rules can be found online at www.somo.org/basketball.

SPECIAL OLYMPICS MISSOURI BASKETBALL INFORMATION SHEET

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

Please answer the following:

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

AREA: _____ REGIONAL: _____

4. Do you have any coaches that need 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 mail this form with your roster to the area office by January 3 at:

Special Olympics Missouri
St. Louis Metro Area
2945 S. Brentwood
St. Louis, MO 63144
Phone: 314-961-7755
Fax: 314-961-0660
Email: diehl@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

A. BALL HANDLING (one choice should be the most representative of the athlete's ability)

- 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: _____

B. PASSING (one choice should be the most representative of the athlete's ability)

- 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: _____

C. MOVEMENT (one choice should be the most representative of the athlete's ability)

- 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: _____

Basketball Skills Assessment

D. GAME AWARENESS (one choice should be the most representative of the athlete's ability)

- 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:
E. SHOOTING (one choice should be the most representative of the athlete's ability)

- 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:
F. REBOUNDING (one choice should be the most representative of the athlete's ability)

- 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 Team Roster and Assessment

Team Name: _____ Agency Name: _____ Agency Number: _____
 Head Coach: _____ Coach Email: _____ Coach Phone: _____
 Agency Contact: _____ Agency Email: _____ Agency Phone: _____

Type of Team: 3-on-3 Modified Regulation Unified Unified-Modified Unified 3-on-3 **Circle ALL that apply:** Area Regional State

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)

Summary of Individual Assessment

Please list players in order from highest to lowest rating.

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

Comments: (i.e. - 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 = 21+; Modified = 20 or less)

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

SECOND HALF

ROUND 1 _____ pts.

ROUND 1 _____ pts.

ROUND 2 _____ pts.

ROUND 2 _____ pts.

ROUND 3 _____ pts.

ROUND 3 _____ pts.

ROUND 4 _____ pts.

ROUND 4 _____ pts.

ROUND 5 _____ pts.

ROUND 5 _____ pts.

FIRST HALF

SECOND HALF

TOTAL POINTS _____ + TOTAL POINTS _____

TOTAL SCORE (FIRST HALF + SECOND HALF): _____