

## TEAM BASKETBALL INFORMATION

### SPECIAL OLYMPICS KANSAS BASKETBALL

#### GENERAL INSTRUCTIONS

1. SOKS Basketball will follow Kansas State High School Activities Association Rules. Any modifications are listed in this packet or go to the basketball page @ kssso.org.
2. All teams are required to compete in their designated Regional Tournament. If you are unable to attend your Regional tournament, it is your responsibility to contact the Headquarters Office and the Regional Director.
3. The Basketball Skills Assessment Test (BSAT) MUST BE sent to the Regional office by their deadline.
4. Brackets will be developed with divisions of male and female teams (if enough female teams sign-up). A team that is composed of both males and females will compete in a male division.
5. Game balls will be furnished; teams will use their own practice balls. Junior Division will use the KSHSAA women's' ball (size 28.5).
6. The use of alcohol, tobacco, including chewing tobacco of any kind, is prohibited in all competition venues.

#### PLAYERS

1. Each team roster may have a maximum of twelve (12) players. Exception: If your organization has only one team competing in team play, then there is no limit.
2. No teams or players may be added to the State games after the Regional Tournament.

#### RULES

1. A game will consist of four quarters, each six (6) minutes long.
2. The clock will run continuously only stopping during free throw situations, timeouts and, in the last minute of each quarter, in all dead ball situations.
3. The game will be forfeited when a team fails to report to play within five (5) minutes after the scheduled start time of that game.
4. No Dunking

5. A jump ball will be used at the start of the game and overtime periods. Alternate possession will be used for all other situations.
6. Overtime: The first two overtimes will be two-minutes in length with the clock running the first minute and stopping for all dead ball situations in the last minute. If, after two overtimes the score is still tied, sudden death (first team to scores wins) will be in effect.
7. Each team will be given two time-outs per half. Each team will receive an additional time-out for each overtime period. Time-outs from the second half to overtime do carry over.
8. THE GAMES MANAGEMENT TEAM (RULES COMMITTEE) SHALL RULE ON ALL PROTESTS. ALL DECISIONS BY THE MANAGEMENT TEAM ARE FINAL.

### **LOW MOTOR EVENTS**

**Special Olympics Kansas offers three separate competitions for athletes of lower ability levels: Individual Skills, Team Skills, and Speed Dribble. See the page(s) that lists registration requirements for each event.**

- 1. Individual Skills athletes that mark wheelchair or adaptive equipment will be divisioned against each other in a separate division from athletes that do not use a wheelchair or adaptive equipment. These athletes will use a women's ball (size 28.5) and shoot on a 8' goal.**
- 2. If an athlete competes in Level 4 or Level 5 team basketball, they can participate in low motor events. If an athlete competes in Level 1, 2, or 3 team basketball that athlete cannot participate in low motor events.**
- 3. Any athlete that does not participate in team basketball can participate in low motor events.**
- 4. Athletes ages 8-15 in low motor events will use a women's basketball (size 28.5) and shoot on an 8' goal.**
- 5. Young Athletes (ages 6 and 7) can participate in individual skills. They will use a women's ball and shoot on an 8' goal. 6. Reminder at State that athletes cannot participate in skills and cheerleading since the competitions happen at the same time. This may or may not be true at your Regional event. Check with your Regional Director if an athlete can participate in skills and in cheerleading at your Regional event.**

SPECIAL OLYMPICS KANSAS  
BASKETBALL ABILITY DIVISIONS

Updated January 2017

AGE DIVISIONS

The following age groups will be used for Special Olympics Kansas Basketball Tournament.

- 1) Young Athletes (ages 6 and 7) – Skills only
- 2) Junior: ages 8-15
- 3) Senior: ages 16-21
- 4) Masters: ages 22 and over

A team age group is determined by the athlete's age on the opening date of the tournament. The age of the oldest athlete on a team will be used to determine the age group in which that team will compete.

The coach will submit SAT scores and request a division level. To help with determining which level your team may best fit, the following guidelines may help to more accurately place a team. Kansas State High School Activities Association rules will be used in Level I and Level II. Level III, Level IV, and Level V have certain rules differences that are outlined in each level description.

LEVEL I

Players possess an excellent overall understanding of the game and a mastery of the basic fundamentals of basketball. The games are generally fast break in style but the teams will run a set offense. Teams in this level could play in lower level city recreation leagues.

LEVEL II

Level II players have a good understanding of the game. Teams will use some form of a set offense. Players are able to make many decisions on the court without the help of the coach. Players have a good command of the basic skills of shooting and passing of the ball. The games consist of lay-ups and shots from inside the lane with few jump shots attempted. **Teams can fast break.**

*Upper Division Level II*

3 to 4 high level players with no bench - dramatic drop off in play when the starters are replaced

The team can handle and apply defensive pressure  
Players use their pivot foot

### *Lower Division II*

1-2 players who dominates the team

Team can fast break and defend a fast break but prefer a slower tempo game  
Players rarely use their pivot foot; tendency to cradle the ball when defensive pressure is applied but they do not shuffle their feet

### LEVEL III

Players have a general understanding of the game. The games are much slower in pace than Level II games. Athletes are much closer together around the ball. Coaches tell many of the players where to pass and when to shoot. Players have little understanding of how to use a pivot foot. **Teams do not fast break.**

### *Upper Level III*

One player who dominates the team

Players shuffle feet while holding the ball or when defensive pressure is applied  
Cradle the ball after rebounds

### *Lower Level III*

Players dribble with two hands and advance the ball very slowly  
Stands in place and shuffle their feet when there is no defensive pressure

1. 5-second lane violation rule.
2. Traveling/double dribbling will be called when a player gains an advantage by picking up ball and running with it to avoid defensive steal. An inadvertent travel will not be called. No more than five consecutive steps will be allowed.
3. Full court press will not be allowed - officials may help get the defense back before the offense brings the ball down.
4. 10-second rule will begin when all defensive players are on their half of the court.
5. There will be no fast-breaking offensive plays (all defensive players must be allowed to get back).

### LEVEL IV

This is a training level of play. Participants will be those who do not comprehend the team concept of play. Officials will give instruction during the course of the game. Generally use two handed set shots and attempt to catch the ball in any manner off the backboard; lack of team play skills. Players tend to double dribble and travel often. Level IV teams will play KSHSAA rules with the following adaptations:

1. 7-second lane violation rule

2. Traveling/double dribble will not be officiated as strictly, however, the shuffling of feet more than 7 steps while carrying ball will be called. Officials will watch for advantages gained.
3. A maximum of 8 points (could be 9 or 10 if the athlete has scored 7 points, and then scores a 2 or 3 pointer) scored will be allowed per player per half – an athlete can score/shoot the 2<sup>nd</sup> free throw if the first made free throw is the athletes 8<sup>th</sup> point of the half. Once this happens, the athlete must sit out the rest of the half. If the game goes into overtime, any athlete that has scored 8 points in the 2<sup>nd</sup> half CANNOT reenter the game. An athlete that scores their 8<sup>th</sup> point during OT must sit for the rest of the game.
4. Full court press will not be allowed - officials may help get the defense back before the offense brings the ball down.
5. 10-second rule will begin when all defensive players are on their half of the court.
6. There will be no fast-breaking offensive plays, (all defensive players must be allowed to get back on defense)
7. One coach per team will be allowed to be on the court with their team (except for Unified games because partners can serve this function). All other team personnel must stay in the team box area in front of the team members sitting on the bench.....no coaches under the baskets coaching the players.
8. Teams can substitute on the fly, which means there doesn't need to be a stoppage in game play for a substitute to enter the game.
9. Athletes using a wheelchair or other adaptive equipment can compete in this division or Level V, but not in any other division. A coach (or non-playing Unified Partner) is allowed to push the wheelchair for the athlete or assist the athlete as needed.

### Level V

**This is a developmental level for younger athletes and lower functioning athletes that are learning the game and are having trouble with shooting/dribbling a regulation ball. Trouble is defined as not being able to shoot the ball/have the strength to get the ball to the rim on a 10' goal. This is not for athletes that shot is high enough to get to the rim but miss – those athletes are Level 4 athletes. This division would be for teams that BSAT team average is less than 10. This division is very comparable to recreational league for elementary school children that are just learning the game. This level will have all of the same rules as Level 4 and the following additional rules.**

- 1. Games will be played with a women's basketball – size 28.5**
- 2. Games will be played on an 8' goal.**

## UNIFIED® BASKETBALL

This is a division that is offered for teams that have athletes and partners (non-SOKS athletes) that compete on a team together.

Specifics:

1. Volunteer partners should be of similar AGE.
2. Volunteer partners should be held to same requirements in terms of practice attendance as athletes and have proper paperwork submitted prior to practices.
3. Unified teams will only play against Unified teams for medaling purposes. In the case of scenarios where there are not enough Unified teams, exhibition games will be offered against 'traditional' Special Olympics teams. The result of the game would not negatively impact the "traditional" team's medal contest.
4. Unified teams will be divisioned into (and follow the rules) of the level most appropriate for the athletes on the team.
5. At least half of the players on the court for a team must be Special Olympics athletes, and at least one partner must be on the court. (ex. 3 athletes and 2 partners, 4 athletes and 1 partner, 2 athletes and 2 partners, 3 athletes and 1 partner, etc.)
6. Athletes must choose between playing in the Unified division OR playing 'traditional' Special Olympics when those contest are occurring on the same day.
7. The coach for a team may not also play as a Unified Partner during that competition.
8. Dominant play:
  - a. All players will be allowed meaningful involvement and play.
  - b. Dominant play is defined as an action or play by a player that does not allow another teammate to play their position or when a player controls the games to the detriment or exclusion of teammates.
  - c. Dominate play will be a judgement call determined by the officials on the court. Penalty shall be a technical foul on the offending player.