



## Unified Sports League Player-Development Guidelines

These guidelines are meant to clarify the spirit and motivation of game play in the Player-Development Leagues. These are not 'rules' that will be enforced, but rather serve as a recommendation to teams and coaches to ensure all athletes and partners have an enjoyable and productive experience on and off the field.

- Teams should consist of partners and athletes of similar age, but various ability levels. \*
- Higher-skilled players (especially partners) act as mentors and should put the skill development of lower-skilled players (especially athletes) above their own personal interests.
- Whenever possible, partners should pass to an athlete on their team.
- In the final seconds of a close game, coaches should instruct the ball be passed to an athlete who has yet to score, not to the best player.
- Athletes should score at least 50% of the team's total points.
- All participants should have fun!
- When not in conflict with above guidelines, all participants should play to win.

### Terminology:

Partner- student without an intellectual disability (ID)

Athlete- student with ID

Participants- athletes and partners

*\*Teams of partners and athletes of similar age AND comparable skill levels should participate in a Competitive League, if available.*

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