



## **2018 STATE BASKETBALL & CHEERLEADING TOURNAMENT**

### **CONTENTS**

**TOURNAMENT SCHEDULE**

**GENERAL INFORMATION**

**FAMILY EVENTS INFORMATION**

**2018 CHEERLEADING CONTEST LIST/RULES**

**LOW MOTOR EVENTS**

**EVALUATION FORM**

**MOST INSPIRATIONAL ATHLETE FORM**

## 2018 HAYS BASKETBALL & CHEERLEADING TOURNAMENT SCHEDULE

### Friday, March 16, 2018

10:00a.m.	Opening Ceremonies
10:00a.m. - 4:00p.m.	General Store (GMC)
10:00a.m. – 4:00p.m.	Concession Stand (GMC)
11:00a.m.	Cheerleading (FHSU Main Arena)
11:00a.m.	Individual Skills (FHSU 4 South Aux Gyms)
11:00a.m. - 1:00p.m.	Lunch (GMC – Cage by Gate 3)
12:30p.m. - 5:00p.m.	Tournament Play (FHSU, Hays High School)
5:00p.m. - 7:00p.m.	Banquet (Rose Garden Banquet Hall)
7:00p.m. - 9:00p.m.	Dance – Hays High School

### Saturday, March 17, 2018

8:00a.m. - 3:00p.m.	Tournament Play (FHSU & Hays Recreation Comm.)
9:00a.m. – 2:00p.m.	Concession Stand (GMC)
9:00p.m. - 2:00p.m.	General Store (GMC)
9:30a.m. – 10:30am	Team Skills (FHSU Main Arena)
11:00a.m. - 1:00p.m.	Lunch (GMC – Cage by Gate 3)

Fort Hays State University: GMC (Gross Memorial Coliseum [Large Arena]), Gyms 100, 101, 120, 121  
Hays High: Main Gym A, Auxiliary Gym B  
Hays Recreation Comm.: Gym #1, #2, #3

PLEASE NOTE: Team awards will be presented following your final game. Please notify your family members and fans of the awards system. Awards will be in Room 122 for teams that play their final game at GMC. The awards for the teams that finish play at Hays Recreation Comm. will be in the Conference Room.

**PLEASE REMEMBER THAT FHSU AND HRC ARE NON SMOKING FACILITIES. FOR THOSE WHO WOULD LIKE TO SMOKE THERE ARE DESIGNATED SMOKING AREAS AT EACH FACILITY.**

## GENERAL INFORMATION

Prime Sponsor: KANSAS STATE COUNCIL KNIGHTS OF COLUMBUS

TO: SOKS Coaches

FROM: Special Olympics Kansas

<u>TOURNAMENT FACTS:</u>	20 Organizations	688 Athletes
	65 Basketball Teams	174 Coaches
	186 Individual Skills	160 Speed Dribble
	11 Cheer Teams	

REGISTRATION: All teams must report to GMC Gate 3 immediately upon arrival on Thursday; the pick-up packets will be available at this time. No athletes were registered who did not have a current Medical Release Form on file at Headquarters and will not be allowed to participate. Coaches are responsible for having a copy of that form with them at all times during the tournament. All assistant coaches/ chaperons are required to have a Class A form and to have completed the on-line protective behaviors training and have a Volunteer Information form on file. Coaches must also carry a picture ID throughout the tournament; teams will receive badges for every athlete and coach registered for the tournament. Badges must be worn at all times during the event. Please deposit the badges at the end of the tournament in the boxes located near General Store area.

IMPORTANT INFORMATION ON SWIMMING AT HOTEL/MOTEL: Special Olympics Kansas' policy regarding the use of hotel/motel pools:

Motel swimming is not a supervised Special Olympics Kansas activity even though teams traveling to Hays for the purpose of participating in the Basketball Tournament are covered by SOKS insurance. It is necessary to comply with the following policies when swimming in motel/hotel pools.

1. Each group must have at least one (1) certified lifeguard in the pool.
2. For every four (4) athletes swimming, there must be one (1) coach in the pool at all times.
3. Athletes with a history of seizures must have 1 on 1 supervision.

### SOKS CODE OF CONDUCT FOR ATHLETES & COACH'S

Participants shall not consume alcohol, tobacco, or illegal drugs while participating in any Special Olympics Kansas event.

MEALS: Teams will be responsible for their own lunch and dinner on Thursday. Teams may wish to bring a sack lunch. **Please use the designated eating areas in GMC. No food or drinks allowed in halls or gyms! Help keep the entire facility clean and free of unnecessary trash and spills. Please comply with the rules set forth by Fort Hays State University.**

Meals will be provided on both Friday and Saturday for registered athletes and coaches.

**LUNCHES**--should be picked up at the cage around the corner from Gate 3 in the GMC. (11:00a.m. - 1:00p.m.).

MEAL MENUS:

Friday Lunch – Ham & Cheese Sandwich, Chips, Pudding Cup, Banana, Water

Friday Banquet – Roast Beef, Chicken Noodle, Mashed Potatoes, Corn, Dinner Role, Cup Cake, and Water

Saturday Lunch – Ham & Cheese Sandwich, Chips, Crackers, Fruit Cups, Water

**BANQUET:** Will be held at Rose Garden (8<sup>th</sup> St & Highway 40) Friday evening from 5:00p.m. - 7:00p.m. The Hays Chamber of Commerce Ambassadors will be seating your teams. Please follow their directions as they will make every attempt to seat teams together. Each team has been given, in their packet, the exact number of meal requested. Please try and have your team all together before entering the banquet.

**DANCE: The dance will be held at Hays High School**

**SPECIAL OLYMPICS GENERAL STORE:** Special Olympics Kansas' souvenirs will be available at the Special Olympics General Store in GMC between Gates 3 and 4.

**TEAM ROSTER CARDS:** In your pick-up packet at Registration on Friday, March 17, you will find a team roster card. You should complete this card neatly and turn it in to the scorekeeper prior to each game. Be sure to pick up the card after each game from the scorekeeper so you will have it for your next game.

**LOW MOTOR EVENTS:** Individual Skills & Speed Dribble will be held on Friday morning in the south gyms at FHSU. Please report any scratches at the start of the event.

**AWARDS:** Awards for the team basketball competition will be presented soon after each teams' final game. Upon completion of the game, each coach will be given an Award Voucher listing the team's place. The coach and team will then report to the staging area along with the Award Voucher for their awards in **Room 122 (Dance Studio) for games at FHSU and the Conference Room for games at Hays Recreation Commission.**

**EVALUATION:** An evaluation form is enclosed for your input. Please inform the Games Management Team on the job they did. Please complete the evaluation and send it back to the SOKS Headquarters Office at your earliest possible convenience, or leave it at the registration table.

SPECIAL OLYMPICS KANSAS/Attn: Tim Rehder  
5280 Foxridge Drive  
Mission, KS 66202

**VOLUNTEERS:** Volunteers will be identified by orange volunteer t-shirt. If you need assistance or have questions about Fort Hays State University and the Hays Community, please ask. Questions dealing with the actual competition or schedule should be directed to the Games Management Team members or Special Olympics Kansas staff.

**MOST INSPIRATIONAL ATHLETE FORM:** Enclosed is a form to nominate an athlete to be the Most Inspirational Athlete. Please return this form to the General Store by Saturday at 10:00a.m.

VENUE ADDRESSES AND IMPORTANT NUMBERS: Listed below are the venue addresses and phone numbers in case of emergency during the tournament.

Fort Hays State University, 600 Park Street, Hays, KS 67601 - Phone Number (785) 628-4000

Hays High School, 2300 E. 13th Street, Hays, KS 67601 - Phone Number (785) 625-3451

Hays Recreation Comm., 1105 Canterbury, Hays, KS 67601 – Phone number (785) 623-2650

Tim Rehder – (913) 424-5748

Sheila Rehder – (913) 558-3208

SEVERE WEATHER: Before the games all bulletins regarding weather will be handled at the Headquarters Office. During the tournament and after hours, call 913-424-5748 and talk with Tim. Also, every effort will be made for coaches to receive an automated call generated by the Headquarters Office. Lastly, Tim's voice mail box at Headquarters will have any changes on his greeting...if the normal greeting is playing, and then nothing has changed with the tournament. While at Fort Hays State University, please note the Severe Weather plan posted on Bulletin Boards throughout the facility. Also information concerning severe weather plans can be obtained by listening to 103.3 Mix 103FM.

FINALLY: Have fun, good luck and please remember that this is a Special Olympics event. We highly recommend that all players compete for a least one quarter. If at anytime you have questions regarding the tournament, please do not hesitate to ask.

FAMILY ACTIVITIES AT SOKS BASKETBALL TOURNAMENT - we encourage family members to come by the family reception - **Friday** 7:00p.m. - 8:30p.m. at Hays High.

# 2018 SOKS CHEERLEADING CONTEST

\*\*\*\*\* PLEASE READ CAREFULLY \*\*\*\*\*

Preliminary rounds will be held at 11:00a.m - 12:30p.m Friday, March 16, 2018 at FHSU Main Arena immediately following opening ceremonies Commission – finals will immediately follow prelims.

NOTE: A coaches meeting will be held 15 minutes prior to the start of preliminary rounds to discuss rules, requirements, and disqualifications. Each team/organization must have at least one coach present at this meeting.

## **Prelims:**

1. Each team will perform 2 cheers if they choose. Teams that only perform 1 cheer are not penalized since it is an accomplishment for some squads to remember 1 cheer.
2. Judges will division teams after prelims.

## **Finals:**

1. **Team will perform 1 cheer which must be one of the two performed during prelims.**

## **CHEERLEADING TEAMS**

### **Small Division – less than 10 athletes**

Storm Blue  
Independents

### **Large Division – 10+ athletes**

ARC of Butler Co.  
ARC of Central Plains  
Cowley Co. Dragons  
Dodge City  
McPherson  
Saline Co.  
Storm Gold

### **Stunts Division**

All Stats of Hutch  
Derby Free Spirits

## CHEERLEADING CONTEST RULES

### Divisions for Competitions:

1. **Teams will be divided into 3 different categories: Small, Large, and Stunt. Each cheerleading team must choose one of these 3 divisions. Small and Large division refers to the number of athletes on the cheer team. If your team has 9 or less members, then your team is in the small division. If your team has 10 or more athletes, then your team is in the large division. If your team does stunts, refer to the rules of competition section for approved stunts, then your team is in the stunt division. The stunt division does not have a minimum or maximum number of athletes to compete in the division.**
2. Competing squads of cheerleaders will be divided into a minimum of two divisions.
3. Additional divisions for competition could be established depending upon the number of squads entering. The decisions as to the number of divisions will be made by the judges.
4. All squads will be assigned to divisions by the cheerleading judges without the assistance of any sponsors or coaches.
5. The divisions are based on the preliminary round. We try to place squads with similar cheerleading ability and motor function in the same divisions.
6. ALL DECISIONS BY THE JUDGE WILL BE FINAL.

### Rules for Competition:

1. Competition shall consist of each squad of cheerleaders performing two cheers.
2. Finals – each team will perform one cheer which must be one of the two cheers performed during prelims.
3. Routines should consist of a choreographed performance, yells, jumps, high kicks, somersaults and gymnastics moves.
4. **Pyramids (refer to attached approved stunts), can be used in the stunts division. If the team does not do any stunts, then the team must be registered in either the small or large division.**
5. Dance routines, music and props (other than pom-poms, banner or mascots designating the groups, team or organization) are not allowed.
6. Communication devices will be allowed for non-verbal participants who will be competing in this event.
7. There should be no prompting the audience. However, this is a cheerleading competition, crowd response is allowed. It is up to the judges to determine whether the cheerleaders are leading the crowd, or the crowd is leading the cheerleaders. Prompting can result in disqualification.
8. All violations of the above rules will result in a disqualification. One disqualification during any routine will cause a team to drop a place upon completion of the competition. The accumulation of two disqualifications during any routine throughout the competition will expel that team from competition. The team will be allowed to finish the competition but will only receive participation awards.

**NOTE: THE ABOVE RULES ARE BEING ENFORCED BECAUSE THIS IS A CHEERLEADING COMPETITION. PLEASE REMEMBER, CHEERLEADING IS NOT AN OFFICIAL SPECIAL OLYMPICS SPORT. THIS IS A TRADITIONAL SOKS EVENT.**

Cheerleading squads will be judged in the following 5 categories:

1. **Personal Appearance** - This will include neatness, formations, and overall appeal
2. **Execution of cheer** - Judges will look for how well the cheer was performed; this includes arm motions, knowledge of words, and voice projection.
3. **Acrobatic for jumps** - Judges will look at execution including, height, timing, take off, and ending. Overall technique will be judged.
4. **Poise** - Judges look for overall poise in front of the crowd. Does the squad continue to perform even if they make mistakes?
5. **Enthusiasm** - Show us you spirit!! Judges will look for smiles and overall spirit projection.

Updated January 2018

## TEAM BASKETBALL INFORMATION

Updated January 2018

### GENERAL INSTRUCTIONS

1. 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.
2. Only roster players, 1 coach per 4 athletes and (1) team manager will be allowed on the player's bench.
3. Game balls will be furnished; teams will use their own practice balls. Junior Division will use the KSHSAA girl's ball (smaller).
4. 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 athletes 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 stop during all free throw situations. In addition, all dead ball situations in the last minute of each quarter.
3. The game will be forfeited when a team fails to report to play within five (5) minutes after the completion of the previous game on that court.
4. No Dunking....basket scored from dunking he ball does not count.
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.



SPECIAL OLYMPICS KANSAS  
BASKETBALL ABILITY DIVISIONS

Updated January 2018

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. Two coaches 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 divided 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 contests 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.

## EVALUATION FORM

### 2018 SPECIAL OLYMPICS KANSAS STATE BASKETBALL TOURNAMENT

Please help the Special Olympics Kansas Basketball Tournament Games Management Team plan for the 2018 SOKS Tournament in Hays. Write any comments you feel might help improve any phase of the tournament.

BRACKETS:

RULES AND OFFICIATING:

GENERAL TIME SCHEDULE:

BANQUET AND DANCE:

OPENING CEREMONIES:

CONCESSION AND GENERAL STORE:

MEALS:

LOW MOTOR EVENTS

CHEERLEADING:

VOLUNTEERS:

AWARDS PRESENTATIONS:

GENERAL COMMENTS OR SUGGESTIONS:

Please fill out this following information so we may follow up with you regarding your suggestions.

Name: \_\_\_\_\_ Team Name: \_\_\_\_\_

Address: \_\_\_\_\_ City: \_\_\_\_\_ ST \_\_\_\_\_ ZIP \_\_\_\_\_

SEND TO:

Special Olympics Kansas

ATTN: Tim Rehder

5280 Foxridge Dr.

Mission, KS 66202

