

TEAM BASKETBALL INFORMATION
SPECIAL OLYMPICS KANSAS STATE BASKETBALL TOURNAMENT

Updated January 2016

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 Area 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.
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

To help with determining which level your team may best fit, the following guideline 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 2nd free throw if the first made free throw is the athletes 8th 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 2nd half CANNOT reenter the game. An athlete that scores their 8th 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. 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.

Level 5

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. Play by Level 1 rules.....fast break
2. Use a men's basketball
3. The 5 players on the court must be a combination of 2 or 3 athletes and 2 or 3 partners; whichever adds up to a total of 5 players on the court

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