



BASKETBALL

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The Official Special Olympics Sports Rules shall govern all Special Olympics basketball competitions. As an international sports program, Special Olympics has created these rules based upon Federation Internationale de Basketball (FIBA) Rules and the rules of each individual country's National Governing Body (NGB). FIBA rules shall be employed in international competitions and the NGB rules shall be employed in local competitions except when either is in conflict with the Special Olympics Sports Rules. In such cases, the Special Olympics Sports Rules shall apply.

SECTION A— OFFICIAL EVENTS

1. Team Competition
2. Half-Court Basketball: 3-on-3 Competition
3. Unified Sports® Team Competition
4. Unified Sports Half-Court Competition (3-on-3)

The following events provide meaningful competition for athletes with lower ability levels.

5. Individual Skills Contest
6. Speed Dribble
7. Team Skills Basketball

SECTION B— COURT AND EQUIPMENT

1. A smaller basketball (72.4 centimeters [28 1/2 inches] in circumference and between 510–567 grams [18–20 ounces] in weight) may be used for women's and junior division competition.
2. The baskets shall comprise the rings and nets. For competition, the basket ring is normally 3.05 meters (10 feet) above the floor. A shorter basket which has its ring 2.44 meters (8 feet) above the floor may be used for junior division competition.

SECTION C— RULES OF COMPETITION

1. Team Competition

a. Divisioning

- 1) The Head Coach must submit the scores from the two Basketball Skills Assessment Tests (BSAT), e.g., dribbling and perimeter shooting, for each player on his/her roster prior to competition.

(These tests are for player/team assessment only and are not competition events for medals and ribbons. Information regarding the BSAT follows in Section D).
- 2) The Head Coach also must identify his/her five best players in terms of their on-court playing ability by placing a star next to their names on the roster.
- 3) The "team score" shall be determined by adding the top seven players' scores and then dividing that total by seven.
- 4) Teams are initially grouped in divisions according to their BSAT team score and additional passing, dribbling and shooting drills conducted prior to classification rounds.
- 5) A classification round (or rounds) of games shall then be conducted as a means of finalizing the divisioning process.
 - a) In the classification round, teams will play one or more games with each game lasting at least six minutes.
 - b) Each team will be required to play all team members.



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b. Competition Adaptations

Following are adaptations of FIBA and NGB rules which may be used when conducting Special Olympics basketball team competitions. These adaptations are optional, and it remains the responsibility of each individual Special Olympics Program to determine whether they will be employed.

- 1) A game may consist of four periods, each six minutes long.
- 2) A player may take two steps beyond what is permitted by NGB rules. However, if the player scores, is deemed to have "traveled" or escapes the defense as a result of these additional steps, an advantage has been gained. A violation is called immediately.
- 3) A team may be granted four timeouts per game, cumulative: two per half.
- 4) The three-second rule restriction is in force when team control exists in the opponents' front court. (Note: In FIBA rules, a team shoots at its opponent's basket, thus the opponent's front court).
- 5) The free throw shooter shall release the ball within 10 seconds from the time it is placed at the shooter's disposal by one of the officials.

c. Team and Players

- 1) A team shall consist of five players.
- 2) The composition of a team, including substitutes, may not exceed 10 players.

d. Point of emphasis: It is a violation for a player to double dribble.

2. Half-Court Basketball: 3-on-3 Competition

a. Divisioning

- 1) The Head Coach must submit the scores from the three Basketball Skills Assessment Tests (BSAT), e.g., dribbling and perimeter shooting, for each player on his/her roster prior to competition.
- 2) The Head Coach must also identify his/her three best players in terms of their on-court playing ability by placing a star next to their names on the roster.
- 3) The team score shall be determined by adding the top four players' scores and then dividing that total by four.
- 4) Teams are initially grouped in divisions according to their BSAT team score.
- 5) A classification round of games shall then be conducted as a means of finalizing the divisioning process.
 - a) In the classification round, teams will play one or more games with each game lasting no longer than six minutes.
 - b) Each team will be required to play all team members.

b. The Goal

- 1) Half-court basketball may be used as a means of increasing the number of teams for Special Olympics basketball competition.
- 2) It is also a means of assisting athletes with lower ability levels to progress to full court play.
- 3) However, efforts must be made to play regulation team basketball whenever possible.

c. Playing Area and Equipment

- 1) Any half-court section of a basketball court may be used. The court will be bounded by the endline under the basket, two sidelines and the half-court line.



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- 2) Each team must wear a uniform shirt. Team shirts shall be of the same solid color, front and back. Each player shall be numbered on the front and back of the shirt with plain Arabic numbers of at least 20 centimeters (6-8 inches) high on the back and 10 centimeters (4 inches) high on the front and not less than 2 centimeters (3/4 inch) in width. All numbers are to be per NGB specifications.

d. Team and Players

- 1) A team may have up to five players, which includes three starters and two substitutes.
- 2) Half-court basketball is a game of three-on-three. Each team must start the game with three players or forfeit the game.

e. The Game

- 1) The game will be played for 20 minutes or until one team scores 20 points. A made field goal counts two points, unless attempted from the three-point field goal area, when it counts three points.
- 2) There will be a running clock applied until the final minute of regulation play. During this time, the clock will stop for all dead ball situations (e.g., fouls, violations, field goals, and timeouts).
- 3) The game will start with a flip of a coin for possession. There is no jump ball. All jump balls will be administered by alternate possession, starting with the team that wins the flip of the coin.
- 4) The winning team is the first team to score 20 points or the team with the highest score after the 20-minute game.
- 5) If overtime is required due to a tie at the end of regulation play, it will begin with a flip of a coin for possession. A one-minute intermission will follow regulation play and each overtime period. The amount of time for an overtime period is three minutes. The clock will stop during the last minute of overtime for all dead ball situations.

f. Competition

- 1) The referee will handle the ball on all out-of-bounds plays.
- 2) The ball is dead after a foul or violation is called, a field goal is made or any other time the referee blows his/her whistle.
- 3) Teams change possession of the ball after made field goals. However, if a player is fouled in the act of shooting and makes the basket, the field goal is credited, and the offended against team retains possession of the ball.
- 4) The throw-in spot in all cases (fouls, violations, out-of-bounds, made field goals, timeouts) will be behind the foul line extended at a designated spot within the restraining circle at the top of the key. This procedure is used for all fouls, violations, timeouts, out-of-bounds and made field goals. The in-bounder will be at the designated spot; all other players are within the half-court boundaries. After the ball is put into play, any offensive player can shoot.
- 5) On any change of possession, the team which just gained possession of the ball must take the ball back behind the foul line extended before shooting. In taking the ball back, either the ball or the foot of the player in possession must touch the foul line extended or the area behind it.
- 6) A violation has occurred when the defense who has just gained possession of the ball attempts a field goal without taking it back behind the foul line extended.
- 7) Substitutions may be made on a dead ball. When one team makes a substitution, the other team must be given an opportunity to substitute as well. Players entering the game must report to the scorer's table and be beckoned into the game by the referee.
- 8) Two 60-second timeouts are allowed per team. When a timeout is called, the clock will be stopped. A player injury timeout may be called by the referee. The referee may stop the clock at his/her discretion and is advised to do so at any time. For example, allowing the clock to run when the ball bounces well out of play gives one team an unfair advantage. Consequently, the clock should be stopped.

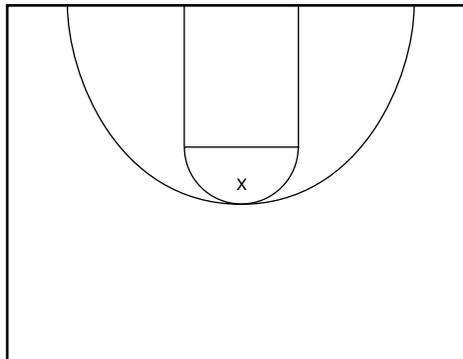


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- 9) A held ball is called when opposing players have one or both hands so firmly on the ball that possession can be gained only by force. The ball is awarded on the basis of alternate possession.
- 10) On those courts where the basket support is on the playing court, a player whose body touches the support is not considered out-of-bounds unless he/she has control of the ball. If the ball touches the support, it is considered out-of-bounds. No player may use the support to gain advantage or put an opposing player at a disadvantage.
- 11) Officials will grant a player or a coach's oral or hand signal request for a timeout.

g. Fouls and Penalties

- 1) A foul is an infraction of the rules involving personal contact with an opponent or unsportsmanlike behavior. It is charged against the offender.
- 2) On all fouls (personal, common, technical), the offended against team will get possession of the ball at the designated spot behind the foul line extended and within the restraining circle at the top of the key. If a player is fouled in the act of shooting and makes the basket, the field goal is credited. The offended against team also retains possession of the ball. In all cases, no free throws will be awarded or attempted. (See diagram below).



- 3) There are no individual or team foul limits in 3-on-3 half-court competition. However, misconduct will result in a warning to the player and coach. Continual misconduct or flagrant and intentional fouling will result in player dismissal.
- 4) An offensive player, including the shooter, may remain in the free throw lane for only three seconds. The penalty for this infraction is loss of possession.
- 5) A player making a throw-in shall have five seconds to release the ball. The penalty for taking more than five seconds shall be loss of possession.

h. Points of emphasis

- 1) It is a violation for player to "double dribble."
- 2) Concerning optional adaptations:

A player may take two steps beyond what is allowable. However, if the player scores, "travels," or escapes the defense as a result of these extra steps, an advantage has been gained. A violation is called immediately.



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3. Unified Sports® Events

a. Unified Sports Team Competition (including 3-on-3)

- 1) The roster shall contain a proportionate number of athletes and partners.
- 2) During competition, the lineup shall never exceed three athletes and two partners at any time (two athletes and one partner for 3-on-3).
- 3) Each team shall have an adult non-playing coach responsible for the lineup and conduct of the team during competition.

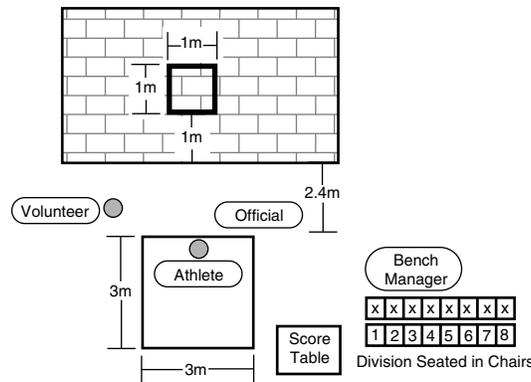
b. Unified Sports Individual Skills Competition

- 1) The Unified Sports team shall consist of one athlete and one partner.
- 2) The final score of the Unified Sports team shall be the sum of each competitor's total score.

4. Individual Skills Contest

This event provides meaningful competition for athletes with lower ability levels. It is not for athletes who can already play the game. Three events make up the Individual Skills Contest: Target Pass, 10-Meter Dribble and Spot Shot. The athlete's final score is determined by adding together the scores achieved in each of these three events. Athletes will be pre-divisioned according to their total scores from these three events. Each event is diagrammed with the suggested number and placement of volunteers who will administer them. It is also suggested that the same volunteers remain at an event throughout the competition so that consistency is provided.

a. Event #1: Target Pass



1) Purpose: to measure an athlete's skill in passing a basketball.

2) Equipment

Two basketballs (for women's and junior division competitions, a smaller basketball of 72.4 centimeters [28 1/2 inches] in circumference and between 510–567 grams [18–20 ounces] in weight may be used as an alternative), flat wall, chalk or floor tape, and measuring tape.



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3) Description

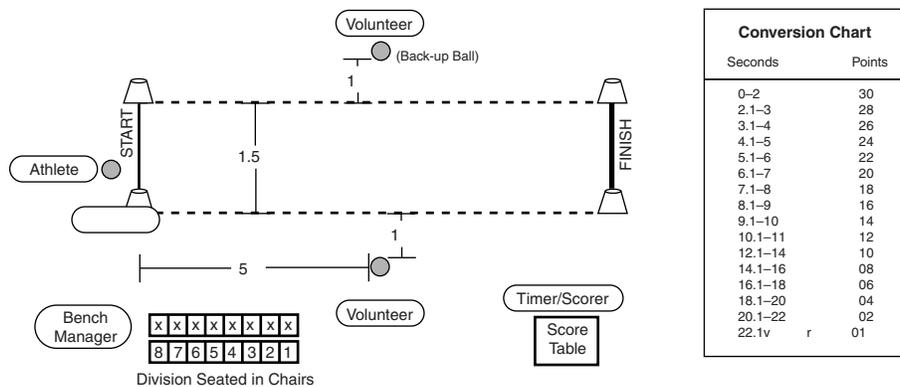
A 1 meter (3 feet 3 1/2 inches) square is marked on a wall using chalk or tape. The bottom line of the square shall be 1 meter (3 feet 3 1/2 inches) from the floor. A 3 meter (9 feet 9 inches) square will be marked on the floor 2.4 meters (7 feet) from the wall. The athlete must stand within the square. The leading wheel axle of an athlete's wheelchair may not pass over the line. The athlete is given five passes.

4) Scoring

- The athlete receives three points for hitting the wall inside the square.
- The athlete receives two points for hitting the lines of the square.
- The athlete receives one point for hitting the wall but not in or on any part of the square.
- The athlete receives one point for catching the ball in the air or after one or more bounces while standing in the box.
- The athlete receives zero points if the ball bounces before hitting the wall.

The athlete's score will be the sum of the points from all five passes.

b. Event #2: Ten-meter Dribble



1) Purpose: to measure an athlete's speed and skill in dribbling a basketball.

2) Equipment

Three basketballs (for women's and junior division competitions, a smaller basketball of 72.4 centimeters [28 1/2 inches] in circumference and between 510-567 grams [18-20 ounces] in weight may be used as an alternative), four traffic cones, floor tape or chalk, measuring tape and a stopwatch.

3) Description

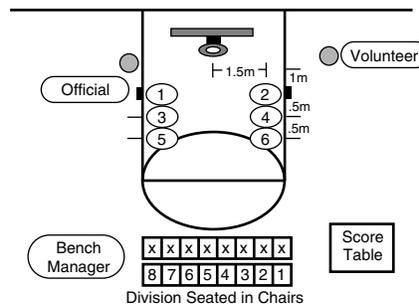
- The athlete begins from behind the start line and between the cones.
- The athlete starts dribbling and moving when the official signals.
- The athlete dribbles the ball with one hand for the entire 10 meters (32 feet 9 3/4 inches).
- A wheelchair athlete must alternate, taking two pushes followed by two dribbles for legal dribbling.
- The athlete must cross the finish line between the cones and must pick up the basketball to stop the dribble.
- If an athlete loses control of the ball, the clock continues to run. The athlete can recover the ball. However, if the ball goes outside the 1.5 meter lane, the athlete can either pick up the nearest back-up basketball or recover the errant ball to continue the event.

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4) Scoring

- The athlete will be timed from the signal "Go" to when he/she crosses the finish line between the cones and picks up the basketball to stop the dribble.
- A one-second penalty will be added every time the athlete illegally dribbles (e.g., two-hand dribbles, carries the ball, etc.).
- The athlete will receive two trials. Each trial is scored by adding penalty points to the time elapsed and converting the total to points based on the Conversion Chart.
- The athlete's score for the event is his/her best of the two trials converted into points. (In case of a tie, the actual time will be used to differentiate place).

c. Event #3: Spot Shot



1) Purpose: to measure an athlete's skill in shooting a basketball.

2) Equipment

Two basketballs (for women's and junior divisions competitions, a smaller basketball of 72.4 centimeters [28 1/2 inches] in circumference and between 510–567 grams [18–20 ounces] in weight may be used as an alternative), floor tape or chalk, measuring tape and a 3.05 meter (10 feet) regulation goal with backboard (for junior division competitions, a 2.44 meter [8 feet] goal may be used as an alternative).

3) Description

Six spots are marked on the floor. Start each measurement from a spot on the floor under the front of the rim. The spots are marked as follows:

- #1 & #2 = 1.5 meter (4 feet 11 inches) to the left and right plus 1 meter (3 feet 3 1/2 inches) out.
- #3 & #4 = 1.5 meter (4 feet 11 inches) to the left and right plus 1.5 meter (4 feet 11 inches) out.
- #5 & #6 = 1.5 meter (4 feet 11 inches) to the left and right plus 2 meters (6 feet 6 3/4 inches) out.
- The athlete attempts two field goals from each of six spots. The attempts are taken at spots #2, #4 and #6, and then at spots #1, #3 and #5.

4) Scoring

- For every field goal made at spots #1 and #2, two points are awarded.
- For every field goal made at spots #3 and #4, three points are awarded.
- For every field goal made at spots #5 and #6, four points are awarded.

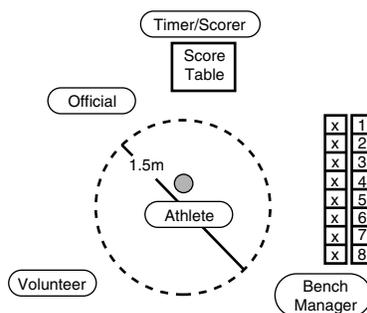


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- d) For any field goal attempt that does not pass through the basket but does hit either the backboard and/or the ring, one point is awarded.
- e) The athlete's score will be the sum of the points from all 12 shots.
- f) The athlete's final score for the Individual Skills Contest is determined by adding together the scores achieved in each of the three events.

5. Speed Dribble

This event provides meaningful competition for athletes with lower ability levels.



a. Equipment

- 1) Measuring tape
- 2) Floor tape or chalk
- 3) One basketball (for women's and junior division competitions a smaller basketball which is 72.4 centimeters [28 1/2 inches] in circumference and between 510–567 grams [18–20 ounces] in weight may be used).
- 4) Stopwatch
- 5) Counter
- 6) Whistle

b. Set-up: Mark a circle with a 1.5 meter (4 feet 11 inches) diameter.

c. Rules

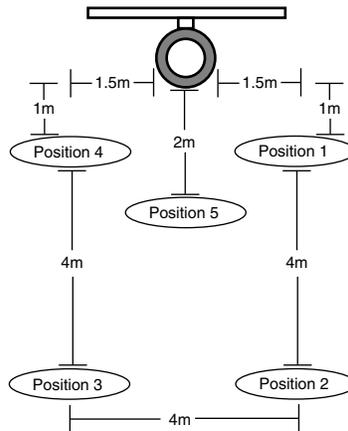
- 1) Athlete may use only one hand to dribble.
- 2) Athlete must either be standing or be sitting in a wheelchair or another type of chair with similar dimensions while competing.
- 3) Athlete starts and stops dribbling at the sound of the whistle.
- 4) There is a 60-second time limit imposed. The objective is to dribble the ball as many times as possible during this period.
- 5) Athlete must stay in the designated circle while dribbling.
- 6) If the basketball rolls out of the circle, it may be handed back to the athlete, who continues to dribble.

d. Scoring

- 1) Athlete receives one point per legal dribble within the 60 seconds.
- 2) Counting stops and the event ends when the basketball rolls out of the circle for the third time.

**BASKETBALL****6. Team Skills Basketball**

This event provides meaningful competition for athletes with lower ability levels.

**a. Equipment**

- 1) Two basketballs (for women's and junior division competitions, a smaller basketball which is 72.4 centimeters [28 1/2 inches] in circumference and between 510–567 grams [18–20 ounces] in weight may be used as an alternative).
- 2) Metric tape measure
- 3) Floor tape or chalk
- 4) Regulation basketball goal (a shorter goal which has its ring 2.44 meters [8 feet] above the floor may be used for junior division competition).
- 5) Score sheets
- 6) Scoreboard

b. Set-up

- 1) Mark five spots around the floor, similar to a 2–1–2 zone defense with players positioned 4 meters (13 feet 1 1/2 inches) apart from each other (see diagram).
- 2) Mark position #5 2 meters (6 feet 6 3/4 inches) from a spot under the front of the goal's ring.
- 3) Teams should submit a roster prior to the start of the game.
- 4) Teams should wear numbered uniforms or shirts.

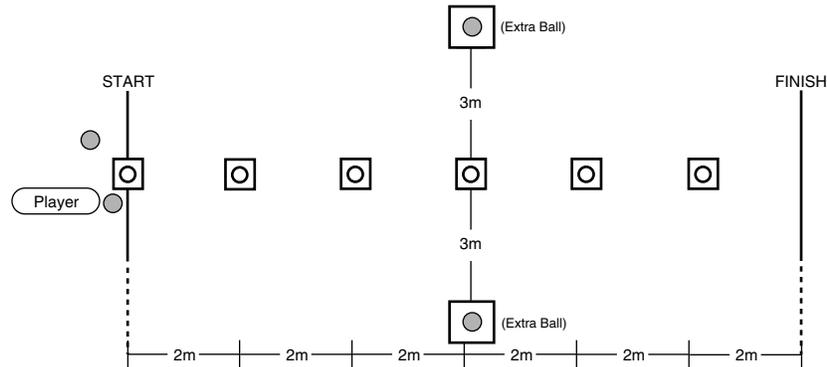
c. Rules

- 1) The Event Director shall determine how many games should be played. Two five-member teams are positioned on opposite ends of the playing court. Only one team shall conduct a round at a time.
- 2) The game is made up of two halves consisting of five rounds each. Players will be given one opportunity at each of the five positions during the half.
- 3) Each player on the first five-member team attempts to catch the ball and then throw it accurately to the player stationed at the next position.
- 4) The official shall hand the ball to the player in position #1 to begin each round.
- 5) The player in position #1 throws the ball to the player at position #2. The player at position #2 throws the ball to the player at position #3. This sequential throwing rotation continues until the ball reaches the player at position #5.



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- 6) Athletes may pass the ball in any manner, but each player must pass in numerical sequence. A bounce pass is allowed provided that there is only one bounce.
 - 7) If the ball is thrown past an athlete, the athlete or official may retrieve the ball. However, the athlete must return to his/her position before throwing the ball to the next player. A correct pass is defined as a ball that is thrown within reach of the receiving player.
 - 8) When the ball reaches the player in position #5, he/she then attempts a field goal.
 - 9) Slam dunks are not permitted. The athlete shall not receive any points if a slam dunk is taken.
 - 10) Athletes stationed in position #5 shall only be given one attempt at scoring.
 - 11) After the field goal attempt by the player in position #5, the round ends.
 - 12) Following the completion of the round by the first team, the second team will conduct their initial round.
 - 13) Players shall rotate in numerical sequence to the next position after each round.
 - 14) Play alternates between each team following the completion of each round. Once each team has completed five rounds, the first half ends.
 - 15) A five-minute halftime intermission follows.
 - 16) Teams shall exchange ends of the court following the first half and then complete a set of five rounds at the other goal for the second half.
 - 17) Substitutes are allowed into the game only after a round has been completed.
 - 18) Coaches shall remain on the sideline which is at least 4 meters (13 feet 11/2 inches) to the side of position #2 and #4. Coaches may give verbal or signed instructions to players. Deaf athletes may receive assistance in positioning.
- d. Scoring
- 1) Team receives one point for each correct pass.
 - 2) Team receives one point for each successful catch.
 - 3) Team receives two points for each successful field goal.
 - 4) A bonus of one point is awarded for each complete successful round of passing and catching the ball.
 - 5) The maximum number of points that can be accumulated by a single team during one half is 55.
 - 6) The final team score is determined by adding the scores from each of the 10 rounds.
 - 7) The team with the highest score is the winner.
 - 8) If the teams are tied at the end of regulation play, additional rounds are conducted. The first team to score more points in a round than its opponent is the winner.

**BASKETBALL****SECTION D— BASKETBALL SKILLS ASSESSMENT TESTS (BSAT)****1. BSAT – Dribbling****SET-UP**

An area of the basketball court (preferably along a sideline or down the center line), six cones, floor tape and four basketballs one that the athlete is provided initially, two others that are for back-up in case the basketball bounces away, and one more to continue the test.

TEST

Time: 60 seconds for one trial.

A player is instructed to dribble the ball while passing alternately to the right and to the left of six obstacles placed in a line, 2 meters (6 feet 6 3/4 inches) apart, on a 12-meter course. The player may start to the right or to the left of the first obstacle but must pass each obstacle alternately thereafter. When the last obstacle is passed and the finish line reached, the player puts the ball down, sprints back to the start for the next ball, and repeats the slalom. The player continues until 60 seconds have elapsed. If a player loses control of the ball, the clock continues to run. The player recovers the ball or picks up the nearest back-up ball and may re-enter at any point along the course.

SCORING

One point is awarded each time the midpoint between two obstacles is crossed. (For example, if the player successfully dribbles the ball from the starting line, weaves in and out through the entire obstacle course one time, and places the ball down at the finish line, a score of five has been achieved. The player must use legal dribbles and must have control of the ball during a midpoint-to-next-midpoint space in order to get credit for that cone successfully passed). The player's score is how many cones (midpoints) he/she successfully passes in 60 seconds.

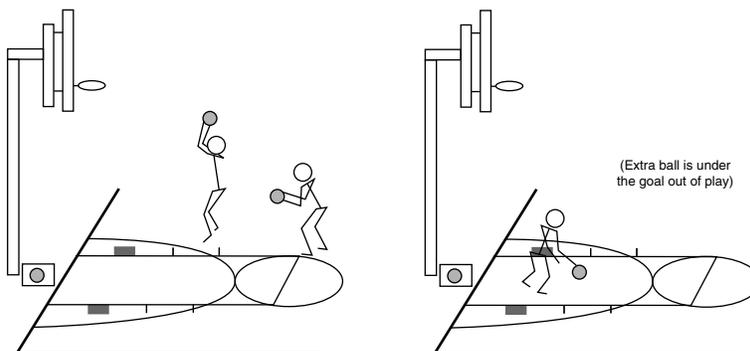
STAGING

Volunteers administer the test and are not to interfere with any player who is performing the test. Volunteer A will instruct the group doing this particular test while Volunteer B demonstrates the actual test. Volunteer A will give a basketball to the player who will take the test, ask him/her if ready, will then say, "Ready", "Go" and will count how many cones the player passes in 60 seconds. Volunteers B and C, who are standing behind the extra balls, will retrieve and replace the basketball whenever it goes out of play. Volunteer D will time and record the athlete's score. Each volunteer is to administer the test and manage the area only.



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2. BSAT - Perimeter Shooting



SET-UP

A goal, the official NGB free throw lane, floor tape and two basketballs, one that the athlete is provided initially, another that is for back-up in case the basketball bounces away.

TEST

Time: one trial of two minutes.

A player stands at the juncture of the free-throw line and lane, either to the left or right.

The player dribbles toward the goal and attempts a field goal of his/her choice outside the 2.75 meter (9 feet) arc. This attempt must be taken anywhere outside the 2.75 meter arc marked off by a dotted line. [This arc intersects with the free-throw restraining circle].

The player then rebounds the basketball (made or missed shot) and dribbles anywhere outside the arc before attempting another field goal.

The player shall make as many field goals as described above in one two-minute trial.

SCORING

Two points are awarded for each field goal made within the two-minute trial.

STAGING

Volunteers administer the test and are not to interfere with any player who is performing the test. Volunteer A will instruct the group doing this particular test while Volunteer B demonstrates the actual test. Volunteer A will give a basketball to the player who will take the test, ask him/her if ready, will then say, "Ready, Go," and will count how many field goals the player makes in two minutes. Volunteer B, who is standing behind the extra ball, will retrieve and replace the basketball whenever it goes out of play. Volunteer C will time and record the athlete's score. Each volunteer is to administer the test and manage the area only.