

## BASKETBALL RULE INTERPRETATIONS

### SECTION A - GENERAL RULES

- A-1. In cases not covered by these interpretations, National Federation of High Schools (NFHS) rules will govern.
- A-2. No advertising or sponsorship is allowed to be worn on competition uniforms or warm ups.
- A-3. The Games Rules Committee will make all final decisions.
- A-4. The following process will be used for all Special Olympics Colorado round robin tournaments:
  - a. The team with the best record at the end of competition will receive first place.
  - b. If all teams have the same record (one win-one loss), places of finish will be determined by the point differential in the games played.
  - c. If the point differential is the same, places of finish will be determined by the total points scored by each team during the tournament. The highest scoring team receives first place.
  - d. If the total points are the same, places of finish will be determined by free throw percentages in games played during the tournament.
- A-5. In tournament play, the game will be forfeited if a team fails to report on the court, ready to play within ten minutes of the scheduled game time.
- A-6. The forfeit score for a team not ahead will be 2-0 in its favor. If the team to which the game is forfeited, is ahead, the score at the time of the forfeit will stand.
- A-7. Athletes can only participate in a maximum of 1 event – team play or skills. An athlete or partner may be listed on only one roster.
- A-8. At all times athletes are expected to compete to the best of their ability to ensure a quality competition at all levels. Coaches are expected to provide accurate/honest scores of their athlete's ability.
- A-9. Wheelchairs and/or walkers are NOT allowed unless the entire team is made up of wheelchair athletes - to compete in the tournament there must be at least one other wheelchair team. This rule is in place for the safety of all non-wheelchair participants.
- A-10. Please review Section K of the rules for more information on Wheelchair teams and opportunities. If you do not have enough wheelchair athletes to make a team, please contact Jeff Franklyn ([jfranklyn@specialolympicsco.org](mailto:jfranklyn@specialolympicsco.org)).

### SECTION B - UNIFORMS

- B-1. All players must wear numbered uniforms. Only digits 0-5 may be used. Valid numbers are 0, 1, 2, 3, 4, 5, 00, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55. Numbers must be visible on front and back. The numbers 0 and 00 will not be allowed on the same team roster.
- B-2. All players must wear a flat gym, court, or tennis shoe. Turf shoes, street shoes or bare

feet are not permitted. Tennis shoes with flashing lights are not allowed.

- B-3. All members of a team must wear the same color uniform. If two or more athletes wear undershirts, they must all match and be of the same solid color front and back. No jeans or jean shorts will be allowed for any athletes in Basketball events. Athletes will not be allowed to wear jewelry or awards during competition.

#### SECTION C - TOURNAMENT ROSTERS

- C-1. All team members must be listed on the team roster and the maximum roster size allowed is 12 players, with the minimum number of players being 5. SOCO encourages teams to maintain a minimum of six players to avoid forfeit.
- C-2. All team members must be listed in a scorebook and available to the official scorekeeper and opposing team. Failure to list a roster player in the official scorebook will result in a technical foul. Non-roster players cannot be listed in the scorebook.
- C-3. No players may be added to or replaced on the roster after the Team Rating Form (TRF) is submitted.
- C-4. The roster submitted at a Regional event must be the roster submitted for the State competition.
- C-5. Only rostered individuals can be on the team bench.

#### SECTION D - EQUIPMENT

- D-1. Regulation Federation basketball equipment will be used. This includes the basketballs, baskets, backboards and basket heights. In individual skills competition the 8-foot basket will be an option for athletes competing in the junior age group and wheelchair divisions. The 10-foot basket height will be used in all levels of team competition.
- D-2. Only acceptable sports clocks or game clocks can be used for official play. Hand-held stopwatches are not acceptable.
- D-3. In team competition, all Senior Male, High School and Junior Male competition will use the standard men's regulation ball. All Senior Female and Junior Female competition will use the standard female regulation ball. The individual skills competition will replicate the team competition in this manner. Athletes competing in wheelchair divisions will have an option of which ball to use depending upon their age.

#### SECTION E - AGE GROUPS AND DIVISIONS

- E-1. All teams will be placed in either junior, high school or senior divisions determined by the age (as of the year of the event) of the oldest player/Unified Partner listed on the official roster. Age divisions are 8-15 / 16-21 / 22+
- E-2. Team rating forms will be used to determine divisions at regional and state level competitions.
- E-3. Coed teams will play in a male division.

## SECTION F - GAME PLAY

- F-1. All games will consist of four quarters of eight minutes in length. A running clock will be used with the exception of the last minute of each quarter. A three-minute half time will be called between the second and third quarter. A one-minute official time out will be given between periods 1 & 2, and 3 & 4.

Junior level games may be played with 6-minute quarters.

- F-2. Each team will be allowed three (3) 1-minute and one (1) 30-second timeout during a regulation game. One extra 1-minute timeout is allowed for each overtime period. Unused timeouts accumulate and may be used at any time during the extra period(s). A coach or player may call a timeout.
- F-3. All players must report in to the official scorer and be called in to the game by the referee.
- F-4. Players may only enter the game in dead ball situations.
- F-5. The first quarter of each game and all overtime quarters will start with the referee tossing the ball just above the heads of the centers in the half court jump circle.

All other quarters will begin with the ball being awarded to teams on the basis of alternating possession.

- F-6. Overtime periods for high school and senior level teams will be four (3) minutes in duration and will be played until there is no tie at the end of the period. Overtime periods in Junior level teams will be three (2) minutes in duration and will be played until there is no tie at the end of the period.
- F-7. The 3-point line will be honored, in accordance with Federation rules. The distance of the line will be 19 feet 9 inches.
- F-8. The NFHS rule regarding movement on free throws will be used. Players must wait for the release of the ball to move into the lane.
- F-9. During a free throw, all players will move up one marked lane space, leaving the two spaces closest to the end line vacant. A new mark (2 inches by 8 inches) must be applied to the lane line near the free-throw line to designate the last 3-foot marked lane space.
- F-10. A "Mercy Rule" will be used in all levels of play. The rule is only used in the fourth quarter of a game. It takes effect when one team is ahead by 30 points or more. At that time, teams will not be allowed to press and the clock becomes a running clock, stopping only for time-outs, replacing a disqualified player, an injury, a technical foul or a correctable error. If a team continues to press, the bench will be issued a technical foul and if a second offense occurs, the head coach will be ejected.

## SECTION G - FOULS AND VIOLATIONS

- G-1. Bench decorum rules will be followed at Special Olympics Colorado tournaments. The first technical foul charged directly or indirectly to the head coach will result in loss of standing privileges and the coach must stay seated for the remainder of the game.
- G-2. A bonus free throw (one and one) situation will be in effect with the seventh team foul of each half. On the tenth team foul 2 free throws will be awarded for each subsequent

foul of each half.

- G-3. Technical fouls will be called for flagrant rule violations, unsportsmanlike behavior, or failure to properly enter players into the game. All technical fouls will result in two free throws and loss of possession.
- G-4. Technical fouls count toward a player's five individual fouls as well as team fouls.

#### SECTION H - OFFICIALS AND DUTIES

- H-1. All officials will conduct the game according to Federation Rules.
- H-2. Officials will have the power to stop play and call an official timeout due to injury, undue delay, or safety considerations that will not be charged to either team.
- H-3. Officials will have the power to make all decisions on any points not specifically covered in the rules and Games officials' judgments will be final in all game related situations.
- H-4. A tournament committee will be responsible for decisions related to Special Olympics philosophy, concept, and adaptations only.
- H-5. The referee has the power to remove all individuals from the game if a player, coach, or team's conduct warrants such action.

#### SECTION I - ADAPTIVE RULES

- I-1. The three-second lane violation will be enforced at all levels.
- I-2. Players will be allowed continuous one or two hand dribble with minimal hesitation. However, once a ball is picked up and held, the player must pass or shoot. An attempt to dribble again will be considered a violation.
- I-3. Players will be allowed two extra steps in starting or stopping the dribble. A stationary player may be allowed to shuffle his or her feet. However, if the player scores or escapes the defense as a result of these extra steps and an advantage has been gained, a violation will be called immediately.

#### SECTION J - TOURNAMENT PLAY

- J-1. Teams must compete in a regional event to participate in the state tournament.
- J-2. All teams will play a minimum of two games at the Special Olympics Colorado State Tournament.
- J-3. In tournament play, if the original starting or game time must be moved back due to the length of a previous contest, teams will be provided a minimum of 5 minutes of warm-up time even if this means starting the game late.
- J-4. In tournament play, offensive baskets will switch at the half of all games.
- J-5. At regional or state competitions, if a team is playing on a court where the team benches are at the end of the court, one coach from the team may be positioned at the opposite end of the court in the designated spot.

## Section K – Wheelchair Division (WC)

- K-1. WC Partners will practice the following guidelines during WC competition:
1. Partners **pushing** WC athletes may ONLY assist in picking up a loose ball and giving it immediately back to the WC athlete; they may not advance the ball, pass or shoot in any form
  2. Partners **participating in wheelchairs** on Unified teams are able to compete as a competitor; having the ability to shoot and pass while keeping the integrity of the Project Unified mission at the forefront of competition
  3. Partners may NOT make any attempt on “trapping” the ball in between their legs or a leg and the chair to gain control and not allow the defense to steal the ball
    - a. Trapping: gripping the ball as to where it cannot be moved without extreme force
      - i. Officials – judgement call
- K-2. Goaltending will be considered as the following during WC competition play:
1. An athlete or partner CANNOT make contact with the ball while it is touching the rim or net at any point; the shooting team will be awarded the correct amount of points for the type of shot that was attempted
  2. An athlete or partners hand CANNOT enter the bottom of net or rim for any reason during an attempted shot
  3. Shot blocking of any kind is NOT permitted
- K-3. WC teams will consist of 2 athletes and 1 partner for 3 on 3 tournament play; or 3 athletes and 2 partners for 5 on 5 tournament play
- K-4. We will allow an open division for competition play; this will consist of schools or delegations who have a WC athlete or two and cannot create a team on their own
1. Prior to tournament play; the tournament director will have a roster of athletes (and partners) who want to compete in the open division and will determine the teams who will officially compete
  2. Partners may compete on 2 teams in the WC league until we have four official WC teams sustained
- K-5. WC Tournament Play will consist of (2) 15 minute halves with a running clock
1. Teams will have 1 timeout per half
  2. Substitutions may be made at the discretion of the officials