Unified Sports
Basketball

Special Olympics Newfoundland & Labrador

Basketball School Championships
Competition Day Technical Package

Competition Rules
Game Day Format

Basketball Tournament Rules (competitive division)

Team and Players:

1. Half court basketball is a game of three on three. Each team must start the game with three players or forfeit the game. If a team falls below three players once the game has started due to injury, the team will be permitted to continue with two players on the floor. If a team falls below three players due to player ejection, the team will forfeit the game.

2. Teams must have 2 special Olympics athletes and one Partner on the floor. You can never have more partners on the floor than Special Olympic athletes.

3. Partners can only guard/ take ball away from other partners

The Game:

1. The game will be played for 12 minutes or until one team scores 20 points. A made field goal from any area on the court will count for 2 points. **** (Game time can be adjusted depending on number of teams entered in competition)***
2. After a point scored, the team that was scored on will get possession of the ball.
3. There will be a running clock applied for the full 12 minutes. The clock may stop at referees discretion (e.g. if the ball needs to be retrieved from another court.)
4. The game will start with a flip of a coin for possession. There will be no jump ball. All jump balls will be administered by alternating possession, starting with the team that wins the coin flip.
5. The winning team will be the first team to score 20 points or the team with the highest score after the 12-minute game.

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 their 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 team retains possession of the ball.
4. The throw-in spot for all non shooting fouls (fouls, violations, out of bounds, made field goals, timeouts) will be at the top of the key (behind the 3 point line) the player inbounding the ball at the top of the key must make at least one pass before any scoring attempt can be made. NO FREE THROWS WILL BE PERMITTED.

5. For all shooting fouls, the ball will be inbounded along the base line at a designated spot.
6. 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.
7. A violation/foul has occurred when the defence who has just gained possession of the ball attempts a field goal without taking it back behind the foul line extended. This foul will result in loss of possession for the offending team.
8. One 60 second time out is 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 a ball bounces well out of play gives one team an unfair advantage. Consequently, the clock should be stopped.
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 alternating possession. First possession is granted to the team that loses the coin toss at the start of the game.

Developmental Division

1. Developmental division is for lower ability athletes, as such the competition day will start with a skill development session. This is broken up into skill stations where the teams will rotate to all skill sessions
2. Game times in this division are less than that of competitive. Usually 10 minute games are played for the tournament
3. In order to help play along, teacher aids/ Coaches can be on the floor aiding a Special Olympic athlete with play.

Fouls and Penalties

1. A foul is an infraction of the rules involving personal contact with an opponent or unsportsmanlike behaviour. It is charged against the offender.

2. There is 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 ejection.

3. An offensive player, including the shooter, may remain in the free throw lane for no more than THREE SECONDS. The penalty for this infraction is loss of possession.

4. A player making a throw-in shall have 5 seconds to release the ball. The penalty for taking more than 5 seconds is a loss of possession.

Points of Emphasis

1. it is a violation for players 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 as per officials' discretion.

Tournament Format

- Round robin format with 3 points for a win, 2 points for a tie and 1 point for a loss
- No playoff games will be played
- No overtime in Round Robin (ties will stand)
- One 60 second time out will be permitted per team
- There will be forced substitutions every 2 minutes
- Tie breakers to be determined in succession

    - Highest total game points
    - Lowest points against average
    - Highest points single game