



Basketball

MODIFIED EVENTS

Individual Skills Competition
Adapted Skills Competition
Half-court Basketball: 3-on-3 Team

TRADITIONAL EVENTS

Traditional Team (5-on-5)

UNIFIED EVENTS

Unified Sports® Team (5-on5)

The Official Special Olympics Sports Rules for Basketball shall govern all Special Olympics competitions. Special Olympics has created these rules based National Federation of State High School Associations (NFHS) rules, which shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Basketball.

RULES OF COMPETITION

UNIFORM SPECIFICATIONS

1. All competitors in the Basketball Tournament must have a playing uniform consisting of jersey, shorts, socks, and athletic shoes.
 - a. No blue jeans, dress slacks or pocket shorts allowed.
2. The jersey shall be permanently numbered on the front and back with a legal single or double digit number.
 - a. Any number with a digit greater than five (5) shall not be allowed.
 - b. The following numbers are legal: 0, 00, 1, 2, 3, 4, 5, 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
 - c. A team roster cannot have both number 0 and 00.
 - d. Undershirts may be worn, but must be the same color as the primary color of the uniform jersey.
 - i. Example: If you have a white jersey with red lettering and trim, the undershirt is white.
3. Players must have shirts tucked in, and shorts above the hips.
 - a. A player who does not will be required to leave the game, and may not re-enter until the situation is corrected. (*Exception: Shirts designed to be worn outside the shorts.*)
4. Jewelry is prohibited. Religious and medical-alert medals are not considered jewelry. A religious medal must be taped and worn under the uniform. A medical-alert medal must be taped and may be visible.

GENERAL RULES

1. Basketball Event Selection Guide
 - a. The range of choices for entry in SO Indiana's basketball competition provides an event for athletes of all abilities.
 - b. While no specific measures regulate placement of an athlete in an event, the following chart is a guide for determining the most appropriate selection.
 - c. An athlete's skill, knowledge of rules, and physical ability are the primary considerations. Other considerations such as number of athletes in the program, interest/motivation of the athlete, previous experience, and opportunities, for local competition may influence selection of the most appropriate event of each individual.

	Individual Skills Competition	3-on-3 Team Half-Court	5-on-5 Team Full-Court
Skills	No Team Concepts	Below Average	Below Average to High
Rules Knowledge	Highly Modified (Skills Rules Only)	Some Modifications	Some Modifications to No Modifications
Stamina	Limited	Limited	Adequate to High

EQUIPMENT

1. A six-foot area in front of the bench will be designated where a coach may stand to give instructions to his/her team.
 - a. Only one (1) coach from each team may stand at any one time.
 - b. The coach is to have no dialogue with either official while standing.
2. Play shall include standard basketball equipment, including regulation baskets, basket height, and basketballs.
3. Intermediate Ball
 - a. An intermediate size ball (28.5") will be used in all women's and junior (15 & under) divisions.
 - b. An intermediate size ball (28.5") will be used for all Individual Skills Competition athletes regardless of gender or age.

GENERAL RULES FOR TEAM COMPETITION (5-on-5)

1. Team Classification
 - a. A team's age group is determined by the oldest player on the team. A coach may request to have this rule waived in unusual circumstances (i.e. only one (1) 16-year-old on the team).
 - b. Teams without competition in their age group may be reassigned to a different age group.
 - c. Coed teams participate in the men's division.
 - d. A minimum of six (6) and maximum of 12 players may be carried on a team's roster.
2. Team Level
 - a. The Basketball Sport Management Team will assign levels to each basketball team and implement evaluation tournaments for the 2018 State Basketball Tournament.
 - b. Each team will be assigned a level by the Basketball Sport Management Team based on results from the 2017 tournaments, whether or not the team can play by the rules, and the attributes of the team.
 - c. The level assignment is subject to change by the Basketball Sport Management Team at any time during the regular season or during divisioning for Sectional and State Tournaments.

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3. Player Evaluations (*see Pages 132 & 135*)
 - a. Player Evaluations are meant to provide more insight into a team's ability so that they are placed in the proper level during divisioning.
 - b. All 5-on-5 teams must submit *Player Evaluations Summary Form* with their Games Records Form. 3-on-3 teams submit Player Evaluations as before.
 - c. Player Evaluations should not be completed until players have had an opportunity to train for at least six (6) weeks.
4. Games Requirement (Mandatory Games)
 - a. Prior to Sectional or State competition (whichever comes first), each team must play a mandatory number of games against different opponents who are registered with the State Office for the season.
 - b. Women's and Youth Teams
 - i. Women's and Youth teams are required to play two (2) games to qualify for State Finals.
 - ii. Opponents must be in the same classification (Traditional or Unified).
 - iii. Opponents must be in the same age group (Junior, Senior, or Master).
 - iv. Opponents must be in the same gender group (Male or Female - coed teams play in the Men's competition).
 - v. Opponents must be in the same level (Exception - Level 1 and Level 2 teams may play against each other; Level 3 and Level 4 teams may play against each other).
 - c. Men's Teams
 - i. Men's teams are required to play three (3) games to qualify for Sectionals.
 - ii. One (1) opponent must be in the same Sectional.
 - iii. One (1) opponent must be from a different Sectional.
 - iv. One (1) opponent must be outside the same County Program.
 - v. Opponents must be in the same classification (Traditional or Unified).
 - vi. Opponents must be in the same age group (Junior, Senior, or Master).
 - vii. Opponents must be in the same gender group (Male or Female - coed teams play in the Men's competition).
 - viii. Opponents must be in the same level (Exception - Level 1 and Level 2 teams may play against each other; Level 3 and Level 4 teams may play against each other).
5. Change of Classification
 - a. Should the classification of a team change, teams must contact the State Office immediately for permission. You must get permission to change your team's classification. This could change Sectional or State tournaments assignments. Should a team's classification change, that team is still required to meet the games requirement within the new team classification before Sectionals if you get permission.
6. Teams must submit a *Final Roster Form* sooner in the season. After this deadline, teams may request roster adjustments. However, teams must meet the games requirement with the updated roster, even if the games requirement was met prior to the roster adjustment.
7. Teams must submit a *Games Records Form* indicating games played, opponents, final score, and an assessment of how the team compared to the opponent.
8. *Games Records Forms* must be signed by the opposing coach for all games.
9. Failure to meet any of the three (3) established deadlines or failure to meet the games requirement gives the Basketball Sport Management Team reason to disqualify the team from Sectional and/or State competition. This includes failure to meet the games requirement after team re-classification or after roster adjustments.
10. Divisions
 - a. Teams are placed in competitive divisions for the State Tournament by the Basketball Sport Management Team, according to type, age group, gender, level, season games results and past tournaments.
 - b. Teams without competition (normally due to superior ability) may be moved to another Sectional or scheduled for an exhibition game with awards.
10. Schedule
 - a. Teams will play no more than two (2) games a day.
 - b. The home team shall be the first team listed in the official schedule
 - c. Teams will have at least a 60-minute rest period between games when playing more than once in a day.
11. Pairings
 - a. Teams are paired for competition within their division by a blind draw.
 - b. The competition format will be single elimination with no consolation round.
 - c. Teams from the same County Program may be placed in the same division.
 - d. Though every effort will be made to keep teams together, teams from the same County Program may be assigned to different Sectional sites.
12. Alternate Possession
 - a. The referee shall toss the ball just above the heads of the centers at the start of the game and any overtime period only.
 - b. All other "jump ball situations" will be administered with alternate possession, beginning with the team that failed to control the jump ball at the start of the game.
13. Players
 - a. A team must have five (5) players to start the game.
14. Intentional Foul
 - a. If an intentional foul occurs, the penalty is two (2) free throws and the ball out of bounds at the spot nearest the foul.
15. Line-up Card
 - a. Ten (10) minutes prior to the start of the game, the coach shall submit a line-up card to the scorer listing the uniform numbers, names, and starting line-up.
 - b. Errors in this information or failure to submit the line-up card without the time frame shall result in a technical foul.
16. One-and-One
 - a. The one-and-one (bonus free throw situation) will be in effect starting with the seventh team foul of each half.
 - b. Beginning with the 10th team foul and all succeeding team fouls, two (2) free throws will be awarded.
 - c. Technical fouls shall count toward the team foul total.
17. Uniform Penalty
 - a. A two-shot technical foul and loss of possession to begin the game if any player or players are in violation of the uniform standard.



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- b. If both teams are in violation, the free throws will be shot, followed by a jump ball.
- 18. Timing
 - a. The game shall consist of four (4) periods, each six (6) minutes long.
 - b. The clock will be stopped for all dead ball situations.
- 19. Mercy Rule
 - a. If a team moves ahead of its opponent by 20 points or more any time after the end of two (2) quarters, the clock will continue to run until the end of the game, other than timeouts. On all free throws, clock will stop until the first shot.
- 20. Overtime
 - a. If the score is tied at the end of regulation time, play shall continue without change of baskets for extra periods of three (3) minutes stop time until the score is no longer tied.
 - b. Each team is allowed one (1) additional timeout during each overtime period.
- 21. Pressing
 - a. Full court pressing is allowed.
- 22. Referees
 - a. Referees shall have the power to make all decisions on any point not specifically covered in rules.
- 23. Rules Committee
 - a. The tournament rules committee shall be responsible for initiating decisions relating to reclassification, protest, or any action inconsistent with Special Olympics philosophy.
- 24. Substitutions
 - a. Substitutions may be made any time the referee's whistle is blown to stop play and during timeouts, or prior to the beginning of a quarter if the substitute reports prior to the warning buzzer.
 - b. A substitute who desires to enter shall report to the scorers, giving his/her number.
- 25. Substitutions During Free Throws
 - a. During multiple free throws for all fouls, substitutions may be made before the final attempt in the sequence and after the final attempt has been converted.
- 26. Three-Point Goal
 - a. Three (3) points shall be credited for any shot made from beyond the three-point line (19'9" from the basket).
 - b. Players fouled in the act of a three-point goal attempt shall be awarded three (3) free throws (unless the attempt is good, in which case one (1) free throw is awarded).
- 27. Timeouts
 - a. Each team is entitled to three (3) 60-second timeouts and two (2) 30-second timeouts during the game.
 - b. Once a timeout is recognized by the official, the coach shall immediately indicate if he/she wants a 30-second timeout.
 - c. If a 30-second timeout is not requested, a full 60-second timeout will be assessed (if available).
 - d. Players shall remain standing during a 30-second timeout.
 - e. A player or head coach may orally or visually request a timeout.
- 28. Unsportsmanlike Conduct
 - a. Technical fouls will be assessed for unsportsmanlike conduct by any coach, player, team attendant or spectator.
 - b. All technical fouls shall result in two (2) free throws and the ball out of bounds at mid-court.
 - c. Flagrant fouls or the second technical foul on any individual (other than the coach) shall result in ejection from the game.
 - d. All unsportsmanlike conduct shall be reported and repeated offenses will result in suspension from further participation in the program.
 - e. Coaches receiving a technical foul are restricted to sitting on the bench for the balance of the game.
- 29. Violations
 - a. Over-and-back, 10-seconds, free throws, throw-in, and three-second lane violations shall be called according to NFHS standards.

GENERAL RULES MODIFICATIONS FOR TRADITIONAL TEAM COMPETITION (5-on-5)

- 1. Traveling
 - a. A player may take two (2) steps beyond what is allowable. However, if the player scores, travels, or escapes the defense as a default of these extra steps, an advantage has been gained. A violation is called immediately.
- 2. Participation
 - a. Coaches are strongly encouraged to allow athletes of all ability levels on a team to participate in every game.

GENERAL RULES FOR UNIFIED TEAM COMPETITION (5-on-5)

- 1. Roster
 - a. The roster shall contain a proportionate number of athletes and Unified partners.
- 2. Line-Up
 - a. During competition, the line-up shall never exceed three (3) athletes and two (2) Unified partners at any time. Penalty: Forfeit.
- 3. Involvement
 - a. In Unified Sports® games, the Unified partners must not score more than 75% of the team's total points; and the athletes must not score more than 75% of the team's total points.
 - b. Thus, in a game, the athletes as a group and the Unified partners as a group must score at least 25% of the total points scored.
 - c. Failure to adhere to the required ratio results in forfeit.
- 4. Coach
 - a. Each team shall have an adult, non-playing coach responsible for the line-up and conduct of the team during competition.
 - b. The game shall not start until the coach is present on the sideline.
- 5. Instructional Division
 - a. Unified Sports® teams may be reassigned to the Instructional Division if the Unified partners have superior ability to athletes based on visual observation.
 - b. Teams assigned to the Instructional Division will be rescheduled to play a game(s) in the tournament, and will receive recognition for their participation.

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GENERAL RULES FOR HALF-COURT BASKETBALL: 3-on-3 TEAM COMPETITION

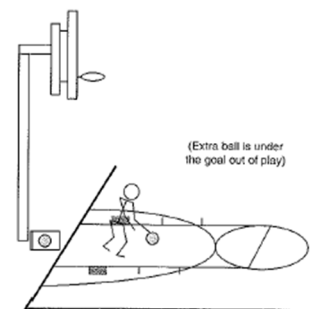
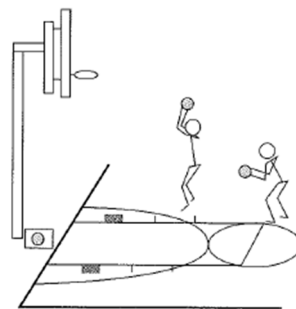
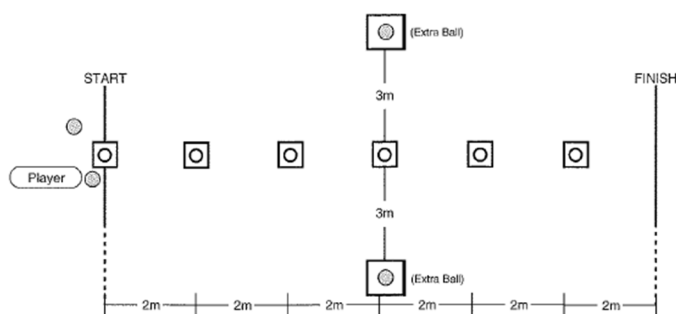
1. Athletes are considered appropriate for 3-on-3 Basketball if they do not possess the skills or stamina to participate in full court basketball. 3-on-3 Basketball Competition can be a means to assist athletes with lower ability levels to progress to full court play.
2. Each 3-on-3 team must play at least two (2) games against other registered 3-on-3 teams in the same age group (Juniors, Seniors, Masters).
3. Teams must also submit an accurate Skills Assessment score recorded for each athlete entered. These scores and games results will become the basis for ability divisions in the State Basketball Tournament.
4. Men's 3-on-3 Teams will compete in Sectional Tournaments, with winners advancing to the Men's Finals. Women's 3-on-3 Teams will compete in the Women's Finals.
5. Schedule
 - a. Teams will play no more than three (3) games a day.
 - b. The home team shall be the first team listed in the official schedule.
 - c. Teams will have at least a 20 minute rest period between games when playing more than one (1) in a day.
5. Roster
 - a. A team roster may have a maximum of six (6) players.
 - b. Each team must start the game with three (3) players or forfeit the game.
 - c. Each team will be required to play all members.
6. Assigned Court
 - a. Each team is required to be at its assigned court by the official start time.
 - b. If a team is not at its assigned court within five (5) minutes after the official start time, the offending team will forfeit the game.
7. Game Duration
 - a. The game will be played to 20 minutes or until one (1) team reaches 20 points.
 - b. Three (3) points will be credited for any made field goal from beyond the three-point line.
 - c. All other field goals made will be worth two (2) points.
 - d. 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. A timeout will stop the running clock for the duration of the timeout.
8. Start
 - a. The game will start with a flip of a coin for possession.
 - b. There is no jump ball.
 - c. All jump ball situations will be administered by alternate possession beginning with the team that lost control at the beginning of the game.
9. Overtime
 - a. 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.
 - b. The first team to score five (5) or more points, or the leader after a three (3) minute (running clock) overtime period, shall be declared the winner.
10. Timeouts
 - a. Each team is entitled to two (2) 60-second timeouts during the game.
 - b. The clock will stop for any called timeout.
11. Change of Possession
 - a. The teams change possession of the ball after a goal is made.
 - b. If a player is fouled in the act of shooting and makes the basket, the field goal is credited and the offending team retains possession of the ball.
 - c. On any change of possession, a player on the team that just gained possession must take the ball back behind the three-point line with both feet and ball before shooting.
 - d. A violation has occurred when the defense who has just gained possession of the ball attempts a field goal without taking the ball back behind the three-point line. Penalty: loss of possession.
12. Throw-Ins
 - a. The throw-in spot in all cases in all cases will be at half court, after the officials have administered the ball.
13. Fouls and Penalties
 - a. On all fouls, the offended team will get possession of the ball at half court, after the officials have administered the ball.
 - b. On intentional and technical fouls, the offended team will be awarded one (1) point and will get possession of the ball at half court, after the officials have administered the ball.
 - c. Each player will be limited to seven (7) personal fouls, including technical fouls.
 - i. Once a player reaches his/her seventh foul, that person will be removed for the duration of the game.
 - ii. There will be no team foul limits.
 - d. Upon the second technical foul in a game, a player or coach will be ejected for the remainder of that game.
 - e. A player is allowed to shuffle his/her feet while holding the ball without changing position on the court. A player is allowed to take one extra step when gaining possession of the ball from a dribble or a pass.
 - f. Any uniform violation will result in a team technical foul to begin the game.



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3-ON-3 SKILLS ASSESSMENT TEST

1. Dribbling
 - a. Set Up
 - i. An area of the basketball court (preferably along a side line or down the center line), six (6) cones, floor tape, and four (4) basketballs - one (1) the athlete is provided initially, two (2) others that are for back-up in case the basketball bounces away, and one (1) more to continue the test.
 - b. Test
 - i. A maximum of 60-seconds can be used for each trial.
 - ii. A player is instructed to dribble the ball while passing alternately to the right and to the left of six (6) obstacles placed in a line, two (2) meters apart, on a 12 meter course.
 - iii. The player can start to the right or to the left of the first obstacle, but must pass each obstacle alternately, thereafter.
 - iv. 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.
 - v. The player continues until 60-seconds have elapsed. If a player loses control of the ball, the clock continues to run.
 - vi. The player recovers the ball or picks up the nearest back-up ball and may re-enter at any point along the course.
 - c. Scoring
 - i. One (1) point is awarded each time the midpoint between two (2) obstacles is crossed.
 - ii. For example, if the player successfully dribbles the ball from the starting line, weaves in and out through the entire obstacle course one (1) time, and places the ball down at the finish, a score of five (5) has been achieved.
 - iii. 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.
 - iv. The player's score is how many cones (midpoints) he/she successfully passes in 60-seconds.
 - d. Staging
 - i. Volunteers administer the test and are not to interfere with any player who is performing the test.
 - 1) Volunteer A instructs the group doing this particular test while Volunteer B demonstrates the actual test.
 - 2) 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.
 - 3) Volunteers B and C who are standing behind the extra balls will retrieve and replace the basketball whenever it goes out of play.
 - 4) Volunteer D will time and record the athlete's score.
 - ii. Each volunteer is to administer the test and manage the area only.
2. Perimeter Shooting
 - a. Set-Up
 - i. A goal, the official free throw lane, floor tape, and two (2) basketballs - one (1) that the athlete is provided initially, another that is for back-up in case the basketball rebounds away.
 - b. Test
 - i. A time of two (2) minutes should be used for this trial.
 - ii. A player stands at the juncture of the free throw line and land lane, either to the left or right.
 - iii. The player dribbles toward the goal and attempts a field goal of his/her choice outside the 2.75 meter arc.
 - iv. 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.
 - v. The player then rebounds the basketball (made or missed shot) and dribbles anywhere outside the arc before attempting another field goal.
 - vi. The player shall make as many field goals as described above in one (1) two (2) minute trial.
 - c. Scoring
 - i. Two (2) points are awarded for each field goal made within the two (2) minute trial.
 - d. Staging
 - i. Volunteers administer the test and are not to interfere with any player who is performing the test.
 - 1) Volunteer A instructs the group doing this particular test while Volunteer B demonstrates the actual test.
 - 2) 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 (2) minutes.
 - 3) Volunteer B who is standing behind the extra balls will retrieve and replace the basketball whenever it goes out of play.
 - 4) Volunteer C will time and record the athlete's score.
 - ii. Each volunteer is to administer the test and manage the area only.



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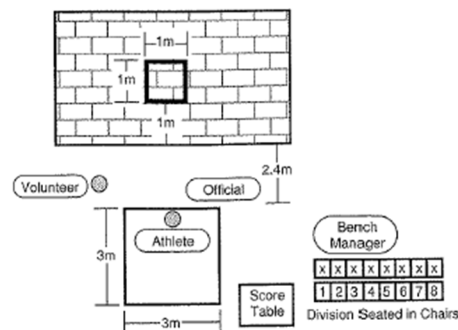
GENERAL RULES FOR INDIVIDUAL SKILLS COMPETITION

1. The purpose of Individual Skill Competition is to allow athletes to train and compete in basic basketball skills. Individual Skills Competition is designed for lower ability athletes who do not have the skills to participate in team basketball.
2. Athletes must compete at the Sectional level to participate at the State Finals.
3. Each player shall be entered by submitting the scores of each of the three (3) individual skills - Target Pass, 10-meter Dribble, and Spot Shot.
4. The athlete's final score is determined by adding together the scores achieved in each of the three (3) events.
5. The total score on the entry form is used to division individuals by age and ability in groups of at least three (3) and no more than eight (8).

6. Target Pass

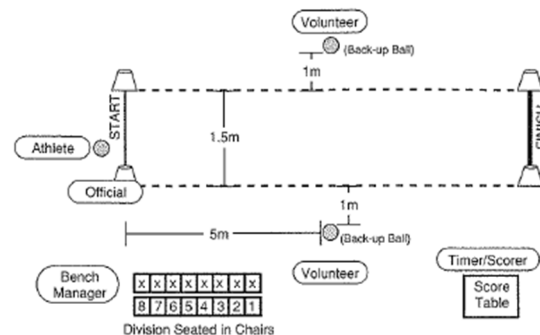
- a. Purpose
 - i. To measure an athlete's skill in passing a basketball.
- b. Equipment
 - i. Two (2) basketballs (an intermediate size basketball, 28.5" in circumference), flat wall, chalk or floor tape, and measuring tape.
- c. Description
 - i. A one (1) meter (3'3-1/2") square is marked on a wall using chalk or tape.
 - ii. The bottom line of the square shall be one (1) meter (3'3-1/2") from the floor.
 - iii. A three (3) meter (9'9") square will be marked on the floor and 2.4 meter (7') from the wall.
 - iv. The athlete must stand within the square.
 - v. The athlete is given five (5) passes.
- d. Scoring
 - i. The athlete receives three (3) points for hitting the wall inside the square.
 - ii. The athlete receives two (2) points for hitting the lines of the square.
 - iii. The athlete receives one (1) point for hitting the wall but not in or on any part of the square.
 - iv. The athlete receives one (1) point for catching the ball in the air or after one (1) or more bounces while standing in the box.
 - v. The athlete receives zero (0) points if the ball bounces before hitting the wall.
 - vi. The athlete's score will be the sum of the points from all five (5) passes.

TARGET PASS



7. 10-meter Dribble

- a. Purpose
 - i. To measure an athlete's speed and skill in **10-METER DRIBBLE** dribbling a basketball.
- b. Equipment
 - i. Three (3) basketballs (an intermediate size basketball, 28.5" in circumference), four (4) traffic cones, floor tape or chalk, measuring tape, and stopwatch.
- c. Description
 - i. The athlete begins from behind the start line and between the cones.
 - ii. The athlete starts dribbling and moving when the official signals.
 - iii. The athlete dribbles the ball with one hand for the entire 10 meters (32'9-3/4").
 - iv. The athlete must cross the finish line between the cones and must pick-up the basketball to stop the dribble.
 - v. If an athlete loses control of the ball, the clock continues to run.
 - 1) The athlete can recover the ball.
 - 2) 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.
- d. Scoring
 - i. The athlete will be timed from the signal "Go" to when he/she crosses the finish line between the cones and pick-up the basketball to stop the dribble.
 - ii. A one-second penalty will be added every time the athlete illegally dribbles (i.e., two-handed dribbles, carries the ball, etc.)
 - iii. The athlete will receive two (2) trials.
 - iv. Each trial is scored by adding penalty points to the time elapsed and converting the total to points based on the Conversion Chart.
 - v. The athlete's score for the event is his/her best of the two (2) trials converted into points. (In case of a tie, the actual time will be used to differentiate place.)



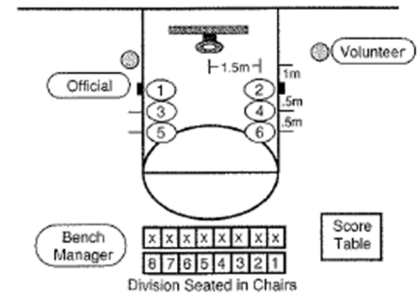
8. Spot Shot



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SPOT SHOT

- a. Purpose
 - i. To measure an athlete's skill in shooting a basketball.
- b. Equipment
 - i. Two (2) basketballs (an intermediate size basketball, 28.5" in circumference), chalk or floor tape, measuring tape, and 3.05 meter (10') regulation goal with backboard (for junior division competitions a 2.44 meter (8') goal may be used as an alternative).
- c. Description
 - i. Six (6) spots are marked on the floor.
 - ii. Start each measurement from a spot on the floor under the front of the rim.
 - iii. The spots are marked as follows:
 - 1) #1 & #2 = 1.5 meters (4'11") to the left and right plus one (1) meter (3'3-1/2 ") out.
 - 2) #3 & #4 = 1.5 meters (4'11") to the left and right plus 1.5 meters (4'11") out.
 - 3) #5 & #6 = 1.5 meters (4'11") to the left and right plus two (2) meters (6'6-3/4 ") out.
 - iv. The athlete attempts two (2) field goals from each of the six (6) spots.
 - v. The attempts are taken at spots #2, #4, and #6 and then #1, #3, and #5.
- d. Scoring
 - i. For every field goal made at spots #1 and #2, two (2) points are awarded.
 - ii. For every field goal made at spots #3 and #4, three (3) points are awarded.
 - iii. For every field goal made at spots #5 and #6, four (4) points are awarded.
 - iv. For any field goal attempt that does not pass through the basket, but does hit either the backboard and/or rim, one (1) point is awarded.
 - v. The athlete's score will be the sum of the points from all 12 shots.



GENERAL RULES FOR ADAPTED SKILLS COMPETITION

1. The purpose of the Adapted Skills Competition is to train and compete in basic basketball skills. Adapted Skills Competition is designed for athletes who require assistive devices such as wheelchairs, walkers, or canes.
2. Athletes must compete at the Sectional level to participate at the State Finals.
3. Each player shall be entered by submitting the scores of each of the three (3) individual skills - Target Pass, 10-meter Dribble, and Spot Shot.
4. The athlete's final score is determined by adding together the scores achieved in each of the three (3) events.
5. The total score on the entry form is used to division individuals by age and ability in groups of at least three (3) and no more than eight (8).
6. Target Pass - see the "General Rules for Individual Skills Competition".
7. 10-meter Dribble
 - a. Purpose
To measure an athlete's speed and skill in dribbling a basketball.
 - b. Equipment
 - i. Three (3) basketballs (an intermediate size basketball, 28.5" in circumference, will be used for all Skills athletes regardless of age or gender), four (4) traffic cones, floor tape or chalk, measuring tape, and stopwatch.
 - c. Description
 - i. The athlete begins from behind the start line and between the cones.
 - ii. On the signal to begin, the athlete makes a bounce pass to an assigned volunteer who is positioned approximately two (2) meters in front of the athlete.
 - iii. After completing the bounce pass, the athlete will move forward no more than one (1) meter at a time.
 - iv. Once the athlete has moved forward, the volunteer will make a bounce pass back to the athlete.
 - v. The athlete and volunteer will continue this cycle for the entire ten (10) meters.
 - vi. The athlete must cross the finish line between the cones and have possession of the basketball for the clock to stop.
 - vii. If an athlete loses control of the ball, the clock continues to run.
 - 1) A volunteer will provide a spare ball to the athlete as quick as possible.
 - 2) The athlete must not move forward until another ball has been brought into play.
 - d. Scoring
 - i. The athlete will be timed from the signal "Go" to when he/she crosses the finish line between the cones and has possession of the basketball.
 - ii. The athlete will receive two (2) trials.
 - iii. Each trial is scored by converting the time elapsed to total points based on the Conversion Chart.
 - iv. The athlete's score for the event is his/her best of the two (2) trials converted into points. (In case of a tie, the actual time will be used to differentiate place.)
 - e. Set-Up - see "General Rules for Individual Skills Competition" for a set-up diagram.
8. Spot Shot – see the "General Rules for Individual Skills Competition".

Basketball Player Evaluation Scorecard

Player's Name: _____

County Program: _____



Athlete Unified Partner

PLAYER EVALUATION:

Instructions: Choose one (1) point value that best describes the players ability. Record that value for the "Score" under each section. When each section is complete, add each individual score together and record that value for "Total Score." Divide the "Total Score" by six (6), and record that value for "Overall Rating." The *Individual Player Evaluation Forms* do not need to be turned into the State Office. Use these forms to complete the *Basketball Evaluation Summary Form* which MUST be turned into the State Office by Monday, February 12, 2018.

A. BALL HANDLING (Select the most representative choice)

Has difficulty dribbling and catching 2 Points
 Possesses very limited ball handling skills 3 Points
 Can handle ball with dominant hand only 4 Points
 Can handle ball with both hands 5 Points
 Has ability to go either direction on dribble 6 Points
 Has ability to beat defender regularly with dominant hand 7 Points
 Has ability to beat defender regularly with either hand 8 Points

SCORE: _____

B. PASSING (Select the most representative choice)

Has difficulty completing a short pass to teammate 2 Points
 Can sometimes make pass to open teammate under pressure 3 Points
 Can only complete a pass while looking directly at target 4 Points
 Has ability to choose best type of pass (bounce, chest, skip) 5 Points
 Has ability to complete a no look or quick pass to teammate 6 Points
 Controls game with ability to complete a no look or quick pass to an open teammate in good position 8 Points

SCORE: _____

C. MOVEMENT (Select the most representative choice)

Maintains stationary position; doesn't move to loose ball 2 Points
 Moves only 1-2 steps towards ball or opponent 3 Points
 Slow reaction time towards ball and movement limited 4 Points
 Movement permits adequate court coverage 5 Points
 Good court coverage; reasonably aggressive 6 Points
 Exceptional court coverage; aggressive anticipation 8 Points

SCORE: _____

D. SHOOTING (Select the most representative choice)

Periodically makes an uncontested layup 2 Points
 Can make shots inside of lane 3 Points
 Can make shots inside of lane; attempts mid range jump shots 4 Points
 Can make some mid range jump shots 5 Points
 Makes some mid range jump shots; attempts shots from 15'+ 6 Points
 Excellent shooting form; makes shots from all ranges of court 8 Points

SCORE: _____

E. GAME AWARENESS (Select the most representative choice)

Sometimes confused on offense/defense; may shoot at wrong basket 2 Points
 Can play in fixed position as instructed by coach; may go after occasional loose ball 3 Points
 Limited understanding of the game; can run coach prompted offensive/defensive sets 4 Points
 Moderate understanding of game; some offensive/defensive sets; occasional fast break 6 Points
 Advanced understanding of game and mastery of basketball fundamentals 8 Points

SCORE: _____

F. REBOUNDING (Select the most representative choice)

No understanding of rebounding positions or principles; often beat to a missed shot 2 Points
 Gets rebounds only when they land directly to him/her 3 Points
 Goes after loose balls within 3 to 4 steps 4 Points
 Aggressively goes after rebounds; gets many rebounds 6 Points
 Exceptional ability to get rebounds from either side of basket; able to get offensive and defensive rebounds 8 Points

SCORE: _____

Add up the scores from all six (6) sections to determine the TOTAL SCORE: _____

Divide the TOTAL SCORE by six (6) to determine the OVERALL RATING: _____

