

Nick Herran

2023 Spirit of Special Olympics
Athlete of the Year



Program Information Guide

2024-2025





***Special
Olympics
Indiana***

**Program
Information
Guide**

Special Olympics Indiana

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OUR VISION

Our vision is an inclusive world for all, driven by the power of sport, through which people with intellectual disabilities live active, healthy and fulfilling lives.

TABLE OF CONTENTS



ABOUT US

Staff Directory	6
Calendar of Events	7-10
Special Olympics Fact Sheet	11
Organization	12
Athlete Eligibility	13
Participant Registration & Medicals	14
Volunteer Registration	15
Spirit of Special Olympics Awards	16-17

STRATEGIC INITIATIVES

Athlete Leadership	19
Athlete Leadership University	20-22
Athlete Leadership Councils	23-24
Unified Champion Schools	25-27
Unified Fitness Clubs	28-29
Healthy Athletes	30

POLICIES

General Policies	32-35
Event Policies	36-39
Transgender Policy	40
Volunteer Policies	41-42
Codes of Conduct	43-46
Respect Code	47
Housing Policy	48
Finance and Accounting	49-58
Insurance	59-60
Fundraising	61-67
Public Relations	68-70

SPORTS

Sports Chart	72-73
Coach Education Program	74-75
Event Fees	76
Games Management System	77
Divisioning	78
Area Management, Events and Competitions	79-88

STATE EVENTS AND COMPETITION

Athlete Leadership University	90
Summer Games	91-122
EKS Games	123-170
Bowling Tournaments	171-174
Winter Games	175-178
Basketball Tournaments	179-189

AVAILABLE ONLINE



ENTRY FORMS

Polar Plunge
Athlete Leadership University — Spring Semester
Athlete Leadership University — Fall Semester
Area Spring Games
Summer Games
EKS Games
Bowling Tournaments
Winter Games
Basketball Tournaments

Refer to the Resource Library at soindiana.org/resource-library

All entry forms will be submitted electronically.

GENERAL FORMS

Athlete Application for Participation
Athlete Medical Form
Change of Area/County Leadership
Event Application
Event Fees Transfer Form
Medical Incident Report
Code of Conduct Report
In-Kind Gift Receipt Form
Travel Expense Form
Spirit of Special Olympics Award Nomination
Unified Fitness Club Roster

Refer to the Resource Library at soindiana.org/resource-library

All state general forms will be submitted electronically.

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STATE OFFICE STAFF DIRECTORY

Main Phone Number: 317-328-2000 • Fax Number: 317-328-2018

Organizational Development			
Jeff Mohler	President & CEO	jmohler@soindiana.org	317-328-2014
Elesia Yoon	Director of Organizational Development	eyoon@soindiana.org	317-328-2003
Jodi Houghton	Office Services Coordinator	jhoughton@soindiana.org	317-799-1059

Development			
Scott Furnish	Chief Development Officer	sfurnish@soindiana.org	317-328-2009
Kelly Ries	Senior Director of Donor Engagement	kries@soindiana.org	317-328-2013
Stephanie Manner	Director of Strategic Projects	smanner@soindiana.org	317-713-4291
Thaddeus Thomas	Manager of Special Events	tthomas@soindiana.org	317-799-1045
Nicole Strouts	Manager of Digital Communications	nstrouts@soindiana.org	317-328-2004
Janet Davies	Database Manager	jdavies@soindiana.org	317-328-2007

Finance			
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Maureen Rumer	Accounting Coordinator	mrumer@soindiana.org	317-328-2006

Programs			
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Barb Michalos	Regional Manager, North	bmichalos@soindiana.org	574-205-4376
Madison Ferguson	Regional Manager, Central	mferguson@soindiana.org	317-328-2008
Jeff Braun	Manager of Volunteer Services	jbrown@soindiana.org	219-544-6020

Schools			
Mike Hasch	Senior Director of Unified Champion Schools	mhasch@soindiana.org	317-328-2005
Tori Batson	Director of Unified Champion Schools	tbatson@soindiana.org	317-328-2020
Matt Jones	Manager of Unified Champion Schools	mjjones@soindiana.org	317-328-2002

Sports			
Katie Hilt	Director of Sports and Competition	khilt@soindiana.org	317-328-2011
Kevin Aders	Director of Team Sports & Logistics	kaders@soindiana.org	317-328-2010
Cathy Elzinga	Sports Database Manager	celzinga@soindiana.org	317-328-2001
Savannah Vaughn	Manager of Individual Sports	svaughn@soindiana.org	317-328-2017
Kyle Moran	Manager of Health and Fitness	kmoran@soindiana.org	
Mary McClamroch	Office Assistant	marym@soindiana.org	317-328-2012

2024-25 CALENDAR OF EVENTS

JANUARY							FEBRUARY							MARCH						
S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S
	1	2	3	4	5	6					1	2	3						1	2
7	8	9	10	11	12	13	4	5	6	7	8	9	10	3	4	5	6	7	8	9
14	15	16	17	18	19	20	11	12	13	14	15	16	17	10	11	12	13	14	15	16
21	22	23	24	25	26	27	18	19	20	21	22	23	24	17	18	19	20	21	22	23
28	29	30	31				25	26	27	28	29			24	25	26	27	28	29	30
														31						

■ Sports Event
 ■ Deadline
 ■ Development Event
 ■ Programs Meeting
 ■ Schools Event
 ■ State Conference
 ■ ALU

Date	Name of the Event	Site
Jan. 7-9	Winter Games	Perfect North, Lawrenceburg
Jan. 8	DEADLINE: Basketball Team Rosters Due	DEADLINE
Jan. 17	Programs Zoom Update Meeting	Zoom
Jan. 21	Swimming Coaches Training	Crawfordsville High School
Feb. 2	Polar Plunge (High School)	Scales Lake, Boonville
Feb. 3	Polar Plunge (2)	Scales Lake, Boonville Butler University, Indianapolis
Feb. 10	Polar Plunge (2)	Metea Park, Fort Wayne Dye's Walk, Greenwood
Feb. 16	Polar Plunge (High School)	Deam Lake, Borden
Feb. 17	Polar Plunge (5)	Deam Lake, Borden Wolfies Grill Giest, Indianapolis Ball State U, Muncie Valparaiso U, Valparaiso Versailles State Park, Versailles
Feb. 24	Polar Plunge (5)	Memorial Stadium, Bloomington Prides Creek Park Lake, Petersburg Four Winds Field, South Bend Indiana State U, Terre Haute Purdue U, West Lafayette
Feb. 19	DEADLINE: Basketball Games Records, Evaluations, Individual Skills Entries, Delegation, and Coach-Chaperone Form Due	DEADLINE
Feb. 29	Polar Plunge (ILEA)	Eagle Creek, Indianapolis
March 1	Polar Plunge (High School)	Eagle Creek, Indianapolis
March 2	Polar Plunge	Eagle Creek, Indianapolis
March 9	Basketball Sectionals Tournament	7 locations
March 9	Champions Together Unified Bowling Sectional Championships	Various Locations
March 16	Champions Together Unified Bowling State Championship	Western Bowl, Indianapolis
March 18	DEADLINE: Athlete Leadership University Spring Enrollment Due	DEADLINE
March 23—24	State Basketball Tournament (Men's, Women's & Unified)	Pacers Athletic Center, Westfield

2024-25 CALENDAR OF EVENTS

APRIL							MAY							JUNE						
S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S
	1	2	3	4	5	6				1	2	3	4							1
7	8	9	10	11	12	13	5	6	7	8	9	10	11	2	3	4	5	6	7	8
14	15	16	17	18	19	20	12	13	14	15	16	17	18	9	10	11	12	13	14	15
21	22	23	24	25	26	27	19	20	21	22	23	24	25	16	17	18	19	20	21	22
28	29	30					26	27	28	29	30	31		23	24	25	26	27	28	29
														30						

■ Sports Event
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 ■ ALU

Date	Name of the Event	Site
April 1	DEADLINE: Summer Games Bowling Quota Request Due	DEADLINE
April 7	State Basketball Tournaments (Youth)	University of Indianapolis, Indianapolis
April 13	Area Management Team Spring Training	TBD
April 15	DEADLINE: Spring Games Entries into GMS	DEADLINE (No Scores)
April 20–21	Athlete Leadership University	Butler University, Indianapolis
April 22	DEADLINE: Spring Games Times/Scores into GMS	DEADLINE
April 28	Spring Games	Area 7, Rose Hulman, Terre Haute
May 4	Spring Games	Area 5, Northfield HS, Wabash Area 6, New Castle Chrysler HS, New Castle Area 10, North HS, Evansville
May 6	DEADLINE: Summer Games Entry Due	DEADLINE
May 11	Spring Games	Area 1, Valparaiso HS, Valparaiso Area 3, DeKalb HS, Auburn
May 15	DEADLINE: Spirit of Special Olympics Award Nominations Due	DEADLINE
May 18	Spring Games	Area 2, Salem HS, Salem Area 4, North Montgomery HS, Crawfordsville Area 8, Brebeuf Jesuit Preparatory School, Indianapolis Area 9, Milan HS, Milan
May 18	IHSAA Unified Track & Field Sectionals	8-10 Sites
May 22	Programs Meeting/HOD Meeting for Summer Games	Zoom
May 31	Summer Games Torch Run	Indianapolis & Terre Haute
June 1	IHSAA Unified Track & Field State Championships	Indiana University, Bloomington
June 7–9	Summer Games	Terre Haute
June 24	DEADLINE: Softball Team Request Form & Unified Golf Tour Entries Due	DEADLINE

2024-25 CALENDAR OF EVENTS

JULY							AUGUST							SEPTEMBER						
S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S
	1	2	3	4	5	6					1	2	3							7
7	8	9	10	11	12	13	4	5	6	7	8	9	10	8	9	10	11	12	13	14
14	15	16	17	18	19	20	11	12	13	14	15	16	17	15	16	17	18	19	20	21
21	22	23	24	25	26	27	18	19	20	21	22	23	24	22	23	24	25	26	27	28
28	29	30	31				25	26	27	28	29	30	31	29	30					

■ Sports Event
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Date	Name of the Event	Site
July-Aug.	Unified Golf Tour (see Golf section for all dates)	8 sites
July 11	Charity Golf Classic	Brickyard Crossing, Indianapolis
July 17	Programs Zoom Update Meeting	Zoom
July 22	DEADLINE: Softball Team Roster & Individual Skills into GMS Golf (Non UGT and Skills) into GMS No Scores Flag Football, Soccer, and Cornhole Team Request Form	DEADLINE
Aug. 5	DEADLINE: Softball Game Records, Skills Scores, Delegation Form, and Coach/Chaperone Form Golf (Non UGT and Skills) Scores into GMS Flag Football and Soccer Rosters and Entrants for Cornhole and DRW (no scores) into GMS	DEADLINE
Aug. 10	Plane Pull Challenge	Indianapolis Airport, Indianapolis
Aug. 16	Cop on a Rooftop	Indiana Dunkin' Donuts locations
Aug. 24	Softball Sectional Tournaments	3 sites
Aug. 25	Golf Sectional Tournaments	4 sites
Aug. 26	DEADLINE: Cornhole Scores Volleyball Team Request Form	DEADLINE
Sept.	Area Meetings	See Area Calendars for locations
Sept. 7	Softball State Championships	Lassie League, Greenwood
Sept. 8	Golf State Championships	Hickory Stick, Greenwood
Sept. 9	DEADLINE: Equestrian Entries Flag Football and Soccer Game Records Flag Football and Soccer Skills Scores and DRW Times into GMS Volleyball Rosters and Skills Entries into GMS (No Scores)	DEADLINE
Sept. 9	Athlete Leadership Fall Enrollment	DEADLINE
Sept. 14	Cornhole Sectional Tournaments	TBD, Various Locations
Sept. 21 or 28	Champions Together Unified Bocce State Championships	Carmel HS, Carmel
Sept. 19 or 26	Bocce Bash	Lilly Campus, Indianapolis
Sept. 27- 28	Equestrian State Championships	Hendricks Co. Fairgrounds, Danville
Sept. 29	EKS Games (Cornhole, DRW, Flag Football, & Soccer State Championships)	Grand Park, Westfield Brebeuf Jesuit Preparatory School,
Sept. 30	DEADLINE: Volleyball Game Records, Skills Scores into GMS, Delegation Form, and Coach/Chaperone Form Fall Bowling into GMS (No Scores)	DEADLINE

2024-25 CALENDAR OF EVENTS

OCTOBER							NOVEMBER							DECEMBER						
S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S
		1	2	3	4	5						1	2	1	2	3	4	5	6	7
6	7	8	9	10	11	12	3	4	5	6	7	8	9	8	9	10	11	12	13	14
13	14	15	16	17	18	19	10	11	12	13	14	15	16	15	16	17	18	19	20	21
20	21	22	23	24	25	26	17	18	19	20	21	22	23	22	23	24	25	26	27	28
27	28	29	30	31			24	25	26	27	28	29	30	29	30	31				

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 ■ Deadline
 ■ Development Event
 ■ Programs Meeting
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 ■ ALU

Date	Name of the Event	Site
Oct. 5	IHSAA Unified Flag Football Sectionals	8-10 sites
Oct. 10	DEADLINE: State Conference Registration Due	DEADLINE
Oct. 12	IHSAA Unified Flag Football Regionals	4 sites
Oct. 12-13	Athlete Leadership University, Fall Semester	Butler University, Indianapolis
Oct. 19	IHSAA Unified Flag Football State Championships	Grand Park, Westfield
Oct. 19	Unified Volleyball State Championship	Munciana Volleyball Club, Yorktown
Oct. 26	State Conference	Embassy Suites, Noblesville
Nov. 2	Area Bowling Tournament	Area 2, Blackiston Lanes, Clarksville Area 3, Pro Bowl West, Fort Wayne Area 5, Myers Sport Bowl, Logansport Area 8, Woodland Bowl, Indianapolis Area 10, Diamond Lanes, Evansville
Nov. 3	Area Bowling Tournament	Area 5, Day 2, Myers Sport Bowl, Logansport
Nov. 9	Area Bowling Tournament	Area 1, Stardust Lanes, Merrillville Area 4, Taylor Lanes, Crawfordsville Area 6, Clancy Bowl, Muncie Area 7, Terre Haute Bowl, Terre Haute Area 9, Woodland Bowl, Indianapolis
Nov. 10	Area Bowling Tournament	Area 4 Day 2, Taylor Lanes, Crawfordsville
Nov. 13	Programs Zoom Update Meeting	Zoom
Nov. 25	DEADLINE: Bowling Delegation Entry Form Due	DEADLINE
Dec. 7	Bowling State Championships (Ramp & Singles)	Expo, Western & Woodland Bowl, Indy
Dec. 8	Bowling State Championships (Unified)	Western, Indianapolis
Dec. 9	DEADLINE: Winter Games Entries Due	DEADLINE
Dec. 9	DEADLINE: Basketball Team Entry Form Due	DEADLINE

FACT SHEET

VISION

Our vision is an inclusive world for all, driven by the power of sport, through which people with intellectual disabilities live active, healthy, and fulfilling lives.

MISSION

Special Olympics provides year-round sports training and athletic competition in a variety of Olympic-type sports for children and adults with intellectual disabilities giving them continuing opportunities to develop physical fitness, demonstrate courage, experience joy and participate in a sharing of gifts, skills and friendships with their families, other Special Olympics athletes and the community.

HISTORY

Founded by Eunice Kennedy Shriver, the first International Special Olympics Games were held at Chicago's Soldier Field in 1968. Indiana's involvement began with those first Games.

PARTICIPATION

In 2023, 19,000 children and adults in Indiana trained and competed through county programs and school programs. To be eligible to compete in Special Olympics, an individual must be 8 years of age or older AND have been identified by an agency or professional as having an intellectual disability OR closely related developmental disability. For those under age 8, the Unified Champion Schools program is available.

OUTREACH

Indiana's focus is on the development of community-based programs as well as Unified Champion Schools and Champions Together Unified Sports programs in each county to increase the number of participating athletes.

VOLUNTEERS

Special Olympics Indiana (SOIN) is an organization run almost entirely by volunteers. More than 8,500 volunteers provide the help needed to offer the sports training and competition programs.

SUPPORT

SOIN is a nonprofit organization funded through private donations and fundraising projects across the state.

SCHEDULE

SOIN athletes train and compete year-round. Five statewide competitions highlight the annual schedule. Special Olympics World Games are held every two years, alternating between winter and summer sports. In addition, every four years Team Indiana competes in the Special Olympics USA Games.

PROGRAMS

Special Olympics provides a variety of competition opportunities for athletes of all abilities. Most Special Olympics events have few differences from the sport played by individuals without disabilities. Additional program opportunities include:

- Athlete Leadership
- Community Programs
- Unified Champions Schools™ & Champions Together
- Healthy Athletes
- Unified Fitness Clubs
- Unified Sports®

SPORTS

Alpine Skiing*	Figure Skating*+	Kayaking	Swimming*
Badminton	Flag Football*	Motor Activities	Table Tennis
Basketball*	Floor Hockey	Netball	Tennis*+
Bocce*	Floorball	Open Water Swimming	Track & Field*
Bowling*	Football (Soccer)*	Powerlifting*	Triathlon*+
Cricket	Golf*	Roller Skating	Volleyball*
Cornhole*	Gymnastics*+	Sailing	
Cross Country Skiing	Rhythmic Gymnastics	Snowboarding*	
Cycling*	Handball	Snowshoeing*	
Dancesport	Horseshoes*+	Softball*	
Equestrian*	Judo	Speed Skating*+	

* Sports offered in Indiana
+ Local sports only

ORGANIZATION

SPECIAL OLYMPICS INC. (SOI)

Special Olympics Inc. is the international governing body of the Special Olympics movement. Based in Washington D.C., SOI provides official rules and policies, and coordinates global initiatives and competitions.

SPECIAL OLYMPICS INDIANA (SOIN)

Based in Indianapolis, SOIN is accredited to conduct all aspects of the program in the state. In addition to conducting competition events, the state office manages fundraising, public relations, coaches training, volunteer registration, area and county programs, outreach and general administration.

REGIONAL MANAGERS

Three regional managers lead SOIN's efforts to increase participation and improve the athlete experience. Growth and quality improvement are accomplished by the development of new County Programs, cultivation and support of existing County Programs, and training volunteers who have the biggest impact on the athlete experience. Regional managers oversee the County Program accreditation process that serves as the framework for development of annual plans customized by locality — but with focus on recruitment of new athletes and development of the capacity to support quality growth.

AREA PROGRAMS

Indiana counties are grouped geographically into 10 Area Programs, each run by a committee of volunteers known as the Area Management Team. The Area Director and Area Competition Director oversee the Area Program, which includes regular coaches' meetings, sectional competitions, and at least one bowling tournament and one track and field meet each year.

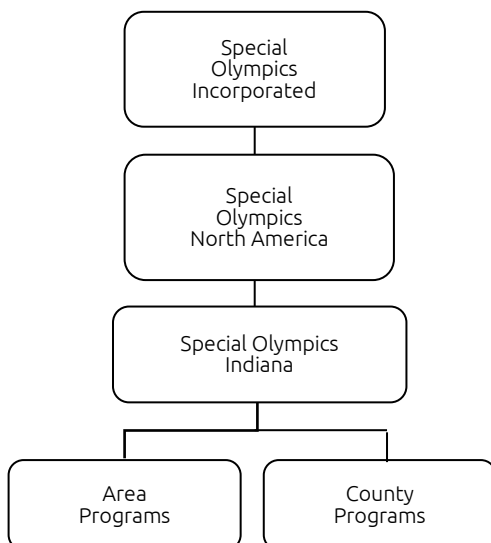
COUNTY PROGRAMS

County Programs have a committee of volunteers responsible for making year-round sports training and competition available to all eligible athletes within its boundaries. Though usually made up of one county, some programs may consist of multiple counties in rural areas or a portion of a county in urban areas. The county coordinator is appointed to oversee the program's operation.

COUNTY-ONLY POLICY

Only accredited County Programs can register, train and enter athletes in SOIN competition. Local teams must register, train and enter athletes for SOIN competition through a County Program. Local teams are any school, workshop, group home or family that provides Special Olympics training for its members (students, clients, employees, family member).

ORGANIZATION CHART



REGIONAL & AREA MAP



ATHLETE ELIGIBILITY

Persons are eligible to compete in Special Olympics provided they are 8 years of age or older (those ages 2 to 7 are eligible for the Unified Champion Schools™);

AND

have been identified by an agency or professional as having an intellectual disability;

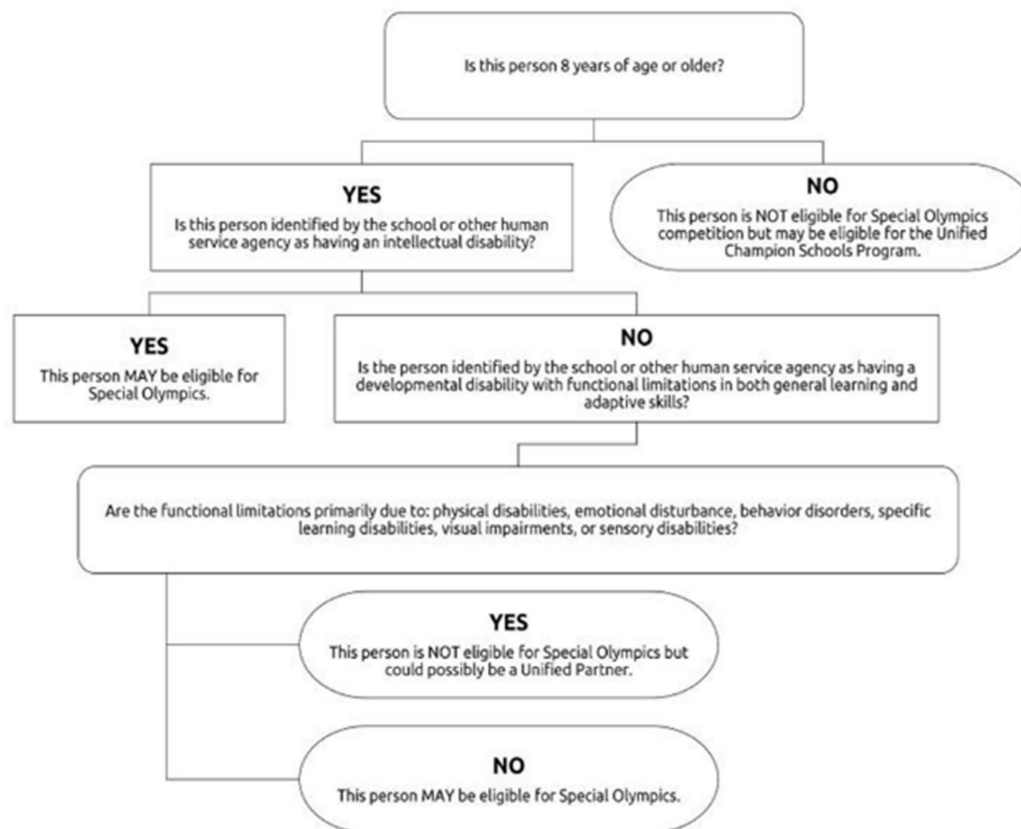
OR

have a closely related developmental disability such as those who have functional limitations, both in general learning and in adaptive skills such as recreation, work, independent living, self-direction or self-care.

NOTE: People with functional limitations based solely on a physical, behavioral, emotional, specific learning disability or sensory disability are not eligible. Special Olympics does not determine whether a person has an intellectual disability, but bases eligibility on the identification made by an agency or professional.

For specific questions on eligibility, contact the State Office.

Who is eligible?



ATHLETE REGISTRATION & MEDICAL FORM

County Management teams are the first and direct contact for assisting athletes and families in the registration process.

ATHLETE REGISTRATION

The Athlete Registration and Eligibility is a 2-part process.

1. **ATHLETE REGISTRATION.** This is web-based, completed online. This is not login or account based. All information will need to be completed in one session and could take 15-20 minutes. Have contact information, medications, and health history available before beginning.
 - A. Athletes/Caregivers will go to this website, medform.specialolympics.org
 - B. Complete all required information; sign the form using the electronic signature.
 - C. The Athlete Registration form comes electronically to SOIN, is signed and then uploaded to the GMS database. The athlete/caregiver also gets an email if it was successful and they can print the blank medical form to take the doctor.
2. **ATHLETE MEDICAL FORM—PHYSICAL EXAM:** Take the blank copy printed (as noted above), to a qualified medical practitioner. Physician completes this form and the caregiver returns to the County Coordinator. The County Coordinator then emails that to the State Office at:
 - A. medapp@soindiana.org
 - B. PDF format only—it is the only format that will upload into GMS
 - C. Name the file: LAST NAME, FIRST NAME 04.04.2024 (Date of Exam)

Medicals need to be renewed every 3 years. It is best practice to renew the line athlete registration at this time to update health history, medications, and contact information.

ATHLETE MEDICALS ARE REQUIRED AT ALL SPECIAL OLYMPICS ACTIVITIES/ EVENTS.

The following options are acceptable for meeting the requirement to have medical information on site at all Special Olympic activities:

1. Medical Report exported from GMS: includes name, DOB, contact information, health history, medications, etc.
2. PDF Medical Report downloaded to Tablet or phone
3. Computer on Site where GMS can be accessed; Health History and Medical Exam forms are accessible through GMS Access.
4. Physical copies of Medicals

ATHLETE COMPLIANCY

To confirm Athlete Eligibility, Athlete Listings can be exported from GMS and area available upon request by emailing medapp@soindiana.org.

RETAINING APPLICATIONS

Applications for inactive athletes or Unified partners shall be retained for a minimum of seven years, this also includes Paper Athlete Applications used prior to the use of electronic applications.



VOLUNTEER REGISTRATION

UNIFIED SPORTS® PARTNER, COACH or VOLUNTEER

There are six steps to Becoming a Class A Volunteer. These steps are to all be completed in the Volunteer Management System (VMS).



To access VMS, go to: sosaas.azurewebsites.net/IN/application



STEP 1: APPLICATION

Each applicant will create an online account in VMS with their own username. They will then be asked to complete an online application with contact information.



STEP 2: BACKGROUND SCREENING

Each applicant will be asked to enter their personal information, including their Social Security number. This information is required to complete the background screening through VMS.



STEP 3: COACH-VOLUNTEER ORIENTATION (CVO)

This training is mandatory for all Class A Volunteers. This is a one-hour video and slide presentation that contains information on the Special Olympics mission, history, organization, eligibility and sports programs. It also provides information on the responsibility of volunteers for understanding, presenting and reporting abuse or suspected abuse of athletes. There will be a quiz at the end of the session regarding the material covered.



STEP 4: PROTECTIVE BEHAVIORS TRAINING

Class A volunteers must complete the Protective Behaviors training, which focuses on the prevention of abuse of Special Olympics athletes. The training includes a brief quiz to review the material. Per Special Olympics Inc., volunteers must repeat this training every three years. Volunteers will be prompted in their VMS account when it is time to retake this training. Volunteers may renew Protective Behaviors Training at any time.



STEP 5: CONCUSSION AWARENESS TRAINING

The material covered in this training session is provided courtesy of the Centers for Disease Control and Prevention. This session will help prepare volunteers in the event that an athlete or Unified partner suffers a concussion. The training includes a brief quiz to review the material.



STEP 6: COVID-19 CODE OF CONDUCT AND WAIVER

Volunteers must review and acknowledge Special Olympics COVID-19 Participant Code of Conduct and Risk Assessment. Acknowledgement is acceptance that volunteers will abide by Special Olympics policy and protocol procedures that are currently in place to assist in the protection of all individuals in the program.

Contact volunteers@soindiana.org for questions or assistance.

SOSO AWARD CRITERIA

The Spirit of Special Olympics (SOSO) awards program recognizes athletes, coaches, families, volunteers and Law Enforcement Torch Run® officers who have demonstrated outstanding support of Special Olympics Indiana. Each registered Program is encouraged to nominate individuals from the following categories who have exemplified the Special Olympics spirit of skill, courage, sharing and joy, and demonstrated an overall commitment to the Program.

GENERAL RULES

1. Nominations are due in the State Office by **May 15**, and should be based on achievements over the past year.
2. Nominations from an Area Program must be signed by the Area Director and nominations from a County Program must be signed by the County Coordinator and include a photo.
3. All nominees must be in good standing with Special Olympics and meet the category requirements as outlined.
4. With the exception of the Family Award, each person nominated must have their own nomination form filled out to be considered.
5. Areas will select one winner in each category. Members of the Special Olympics Indiana Board of Directors will review the nomination forms of the Area winners and select the State award winners.
6. A person may only receive the State award once in the same category but may receive the Area award multiple times.
7. All 2024 Area winners must be notified by **July 29** by the Area Program. The State Office will be announcing area award winners by the week of **August 5**.

CRITERIA FOR THE ATHLETE AWARD

1. May be given to an individual of any ability level.
2. Describe the athlete's participation in a single sport or the number of sports in which the athlete trains and competes.
3. How much time, on average, does the athlete spend per week in training?
4. Describe any characteristics that demonstrate the athlete's leadership role among fellow athletes.
5. What are the levels of participation (personal achievements or best results) that the athlete has achieved at local, state or world activities and games?
6. What other roles or responsibilities has the athlete assumed within Special Olympics, such as Athlete Leadership, coaching, fundraising, council meetings, etc.?
7. What other responsibilities does the athlete have at home or in the community (i.e. church group, scouts, etc.)?

CRITERIA FOR THE COACH AWARD

1. Requirement: Must be a registered Class A volunteer.
2. What Special Olympics coach certifications has the nominee obtained?
3. How many years has the coach been involved in Special Olympics Indiana?
4. If the coach currently has an athlete in their family, in what sports is the athlete involved?
5. If the coach does not have an athlete in their family involved, what motivates them to continue to coach athletes?
6. Describe the coach's abilities to impact the training of athletes.

CRITERIA FOR THE FAMILY AWARD

1. Requirement: Must have an athlete in the family.
2. Describe to what extent all family members (beyond the parents) are involved with the athlete.
3. Describe the family's participation in a sport or multiple sports in which the family trains athletes to compete.
4. How many years has the family been involved in Special Olympics Indiana activities and sports?
5. Has the family initiated a new program or refined an existing activity? If so, please describe.
6. Describe the impact of the family's involvement with athletes.
7. Describe the impact and support to other parents or groups in their Area.

CRITERIA FOR THE VOLUNTEER AWARD

1. Requirement: Must be a registered Class A Volunteer.
2. Describe the volunteer's role in the Area or County Special Olympics Indiana Program.
3. How many years has the volunteer been actively involved with Special Olympics Indiana?
4. How much time, on average, does the volunteer spend per week with Special Olympics Indiana activities or games?
5. Describe the type and extent of the volunteer's involvement, for example, as a Unified Sports® partner, chairperson of an event, etc.?
6. Describe the volunteer's outreach to other volunteers and impact on the awareness of SOIN in the community.

Spirit of Special Olympics Award Winners

Law Enforcement Torch Run Officer Award



- 2023 winner -
Jim Engmark
Johnson County Sherriff's
Department

2022 winner
Brendan Bridges
Greensburg Community Schools
Resource Officer

Michael Furnish Athlete Award



- 2023 winner -
Nicholas Herran
Area 8

2022 winner
Michael Vanarsdall
Area 9

Dennis Schmidt Impact Award



- 2023 winner -
Ken Melvin

2022 winner
Mark Sherman

Coach Award



- 2023 winner -
Darlene Dietrich
Area 10

2022 winner
Faith Mayer
Area 10

Family Award



- 2023 winner -
Salla Family
Area 4

2022 winner
The Novotney Family
Area 6

Volunteer Award



-2023 winner -
Linda Boothe
Area 8

2022 winner
Jan Wilson
Area 3



Strategic Initiatives

- Athlete Leadership
- Athlete Leadership University
- Athlete Leadership Councils
- Unified Champion Schools™
- High School Unified Sports Championships
- Unified Fitness Clubs
- Healthy Athletes™



**Special
Olympics**
Indiana

ATHLETE LEADERSHIP

PURPOSE

SOIN's work in Athlete Leadership empowers athletes to take on meaningful roles, influence change in the Special Olympics movement and create inclusive communities across the state. Through leadership skills training and practical experience, athletes gain the confidence to use their talents and abilities in positions of influence and leadership throughout the Special Olympics organization, both on and off the playing field.

LEADERSHIP PROGRAMS

SOIN offers programs that provide athletes the opportunity to learn, practice and use leadership skills. Through these programs, athletes find, create and re-imagine ways to contribute to the organization and their communities.

ATHLETE LEADERSHIP COUNCIL

Athletes who participate in Athlete Leadership Council (ALC) discuss ideas and problems, respond to program proposals and make recommendations to the state office and county programs. Athletes have opportunities to participate in their county ALC and state ALC. The Special Olympics Indiana Board of Directors approved the athlete-led recommendation for every county program to have an ALC by the end of 2022. The Indiana ALC was reimagined in 2019 and added to the SO Indiana organizational by-laws. The policy provides guidelines to county programs for participation in the statewide ALC.

ATHLETE LEADERSHIP UNIVERSITY

Indiana has been providing training in Athlete Leadership since 1997. The program was formalized and expanded in 2003 with the introduction of Athlete Leadership University, which provides education for athletes in a variety of leadership topics. Using a university model where athletes receive credit for attending courses and completing practical experience. Students can earn degrees in communication, events, governance, health and fitness, sports, technology, and visual arts.

ATHLETE LEADERSHIP WEBINAR SERIES

Throughout the year, enrichment and professional development topics are offered in a virtual setting. Topics vary from leadership skills to health and wellness to issues that impact our communities.

LEADERSHIP IN ACTION

SOIN leadership programs support athletes throughout the state in a variety of meaningful roles. Some of the many roles in which athletes are currently serving are:

- Athlete Leadership Council members
- Global Messengers or public speakers
- Committee and Board members
- Coaches
- Health Messengers
- Technology specialists
- Storytellers through Visual Arts
- Fundraisers
- Social Influencers
- Emcees and event hosts
- Podcasters
- Event managers
- Volunteers
- Mentors
- Instructors



COUNTY PROGRAM CERTIFICATION

Area and County Programs that seek to involve athletes in leadership roles (coaches, volunteers, management team members, speakers, etc.) are required to have a management team member attend a two-hour certification session. During this training, the program's Athlete Leadership Coordinator will learn of the various roles available for athlete leaders, ALCs, Athlete Leadership University requirements, expectations for volunteers (mentors), and development of an action plan to meet these requirements.

The Athlete Leadership Certification is offered at the state conference and available for areas or counties (via Zoom) if multiple management team members are being trained.

ATHLETE LEADERSHIP UNIVERSITY

THE MISSION OF ATHLETE LEADERSHIP UNIVERSITY

Athlete Leadership University exists to enhance the lives of athletes with ongoing leadership training and experience in the areas such as communications, events, governance, health and fitness, sports, technology, and visual arts; it brings together talented athletes in an atmosphere of sharing, knowledge, trust, and respect.

- Special Olympics Indiana, October 2021

DEFINITION OF ATHLETE LEADERSHIP

- Allowing athletes to choose HOW and in what ROLE they participate in Special Olympics.
- Encouraging athletes to take meaningful positions of influence and leadership throughout the organization to help determine policy and set direction.
- Providing training for coaches, volunteers, and parents as they welcome athletes in their new roles.

ELIGIBILITY

Athletes who sign up for Athlete Leadership University must be at least 16 years old.

Each athlete must be accompanied by a volunteer (mentor) who works with the athlete during each course and locally during the required practical experience. Information on mentor responsibilities is available in the “Handbook for Athlete Leaders” and “Mentor Fast Facts.”

- Parents are allowed to be mentors for their child on a trial basis. Other relatives of the athlete can be mentors.
- Unless otherwise stated, each athlete attending Athlete Leadership University must have a mentor (one-on-one).
- Exceptions to these rules are subject to the approval of the Athlete Leadership University Management Team.

ATHLETE LEADERSHIP UNIVERSITY PREREQUISITES, CURRICULUM AND CREDIT

The curriculum chart on the following page outlines the plan of study for Athlete Leadership University. The first course for all students is Introduction to Athlete Leadership. The second course for all students is Understanding Leadership. After the completion of these courses, athletes can choose a major and take courses as outlined in the chart. The final course to graduate with a major and each new major is Leadership Capstone.

PRACTICUM WORK FOR CREDIT IN A COURSE

Each course requires the completion of a practicum in order to receive credit for the course. The practicum certification must be sent to the State Office within five months of taking the class. Some leeway is given for the Sports core courses if the sport the athlete is interested in does not happen within five months.

NOTE: All practicums must include a statement from the mentor and sign off by the County Program’s Athlete Leadership Coordinator. All practicums are tracked and approved by the instructors. Instructors will inform SO Indiana when an athlete completes the practicum.

CONTINUING EDUCATION

Athlete leaders are encouraged to repeat courses on a periodic basis to update their leadership knowledge and skills. Course content changes over the years as new concepts are introduced.

HANDBOOK FOR ATHLETE LEADERS

For complete details on Athlete Leadership and Athlete Leadership University procedures and policies, see the “Handbook for Athlete Leaders” available at each Athlete Leadership University and posted at SOIndiana.org on the resource library page.

ATHLETE LEADERSHIP UNIVERSITY

COURSE CURRICULUM FOR ATHLETE LEADERSHIP UNIVERSITY						
Introduction to Athlete Leadership						
Understanding Leadership						
COMMUNICATION MAJOR	EVENTS MAJOR	GOVERNANCE MAJOR	HEALTH & FITNESS MAJOR	SPORTS MAJOR	TECHNOLOGY MAJOR	VISUAL ARTS MAJOR
Global Messenger I	Event Planning	Introduction to Governance	Introduction to Health & Fitness	Athletes as Coaches	Any two Technology courses	Leadership Through Visual Arts I
Global Messenger II	Event Management	ALCs and Boards & Committees	Health & Fitness Advocates	Training Fundamentals		Leadership Through Visual Arts II
One elective class	One elective class	One elective class	One elective class	Introduction to Health & Fitness	One elective class	One elective class
Leadership Capstone						
Introduction to Athlete Leadership is the required first course, Understanding Leadership is required second and Leadership Capstone is the final course and is only available to those athletes who have satisfied all the necessary prerequisites and practicum hours for their chosen major. Courses in the athlete's area of concentration require participation in the course and completion of a practicum within five months. Exceptions to the five-month rule are granted if an athlete chooses to coach a sport that does not take place within that timeframe.						

ATHLETE LEADERSHIP UNIVERSITY

Each course is seven hours. Athletes may register for one class only per semester.

COURSE	DESCRIPTION	PRACTICAL EXPERIENCE
INTRODUCTION TO ATHLETE LEADERSHIP	Overview of ALPs choices, input councils, and basics of leadership concluding with development of personal mission statement and selection of a major.	Volunteer at least 10 hours at area, county or state events and become a Class A volunteer.
UNDERSTANDING LEADERSHIP	Builds basic leadership skills to give athletes a foundation to fill a leadership role with confidence.	Complete the assigned reflection questions.
GLOBAL MESSENGER I	Initial training for athletes who want speaking experience and would like to learn speaking skills.	Conduct at least five speeches to community, school, or civic groups.
GLOBAL MESSENGER II	Additional training for athletes who have speaking experience and would like to refine their skills.	Conduct at least five speeches or media interviews
PRINCIPLES OF COACHING	Develop coaching philosophy, learn effective coaching techniques, and the basics of team management.	Create personal philosophy, self-assess skills, and interview experience coaches
TRAINING FUNDAMENTALS	Learn to create training plans that teach new tasks, reinforce previously learned tasks, and apply both to competition.	Create an eight-week training plan and get feedback from an experienced coach.
INTRODUCTION TO GOVERNANCE	Covers definition of governance and policy setting as well as how to read a financial statement. Includes practice board and committee meetings.	Attend five meetings and reflect on how well they met the principles of good governance.
ATHLETE LEADERSHIP COUNCILS/BOARDS & COMMITTEES	Covers SO mission statement; Athlete Leadership Council structure; practice and working together in meetings; discusses athlete's role as a decision maker.	Attend five Athlete Input Councils or committee meetings and reflect on how well they meeting and governance criteria.
BASIC POWERPOINT	How to build PowerPoint® presentations, including use of digital photography.	Prepare at least two new PowerPoint® presentations to be used by county/area management team or the state office.
DIGITAL COMMUNICATIONS	How to use social media tools (Facebook, Twitter, etc.) to promote Special Olympics and communicate with our audiences. How to use email, internet and search engines.	Complete eight technology-related tasks using a computer.
DIGITAL MEDIA	How to use photography and videography in your role as an athlete leader.	Complete eight technology-related tasks using a computer or camera.
INTRODUCTION TO HEALTH & FITNESS	Overview of basic health and fitness information, and provides hands-on practice to develop your skills as a Healthy Lifestyle Messenger to your fellow peers.	Set two personal health & fitness goals; and one community leadership goal.
HEALTH & FITNESS ADVOCATES	Provides athletes with guidance and support to develop their advocacy skills. Athletes build on their personal successes and community leadership experiences from the Intro to Health & Fitness course practicum.	Develop plan for role as an H&F advocate. Complete the steps to register with SOI as a Health Messenger.
LEADERSHIP THROUGH VISUAL ARTS I	Through visual arts, athletes will develop necessary skills such as confidence, collaboration and self discipline, that will prepare them for any leadership role and can be applied to all aspects of life. No prior experience required.	Complete poster for SOIN state conference and Special Olympics inspired art piece.
LEADERSHIP THROUGH VISUAL ARTS II	A deeper study of the necessary skills learned through visual arts and how to apply them to become a confident, disciplined, inspiring leader.	Research artist as community leaders; complete personal artist bio, and one Special Olympics inspired art piece.
EVENT PLANNING	Covers what to consider when planning and staging a Special Olympics event including budgeting, divisioning, ceremonies, awards, and competition guidelines.	Plan one event, interview event planners, and create a personal skills development plan.
EVENT MANAGEMENT	Covers the basic concepts of event management including personnel, planning, volunteers, and risk management.	Evaluate one event, interview event managers, and create a personal skills development plan.
LEADERSHIP CAPSTONE	Focuses on the difference between effective and enduring leaders through value-based leadership.	Leadership project(s) chosen by the athlete leader.

ATHLETE LEADERSHIP COUNCILS

In November 2019, the Special Olympics Indiana Board of Directors amended the SOIN bylaws to ensure that athletes are heard in deciding the direction of the organization. In May 2021, the board also approved the athlete-led recommendation requiring every county program to have an Athlete Leadership Council by the end of 2022.

ARTICLE I — PURPOSE

SOIN believes that participating athletes have an important voice in making decisions on how to grow and improve the SOIN Program. The best way to ensure athletes' opinions are heard and impact every level of the organization is to implement Athlete Leadership Councils (ALC) for all levels of the organization.

An ALC is a group of athletes who meet using a pre-determined agenda to discuss Special Olympics topics important to them and make recommendations to the State and/or County Program leadership. The ALC is designed to give every SOIN athlete a vehicle to communicate their ideas and concerns.

ARTICLE II — ATHLETE LEADERSHIP COUNCIL MEMBERSHIP

With SOIN athletes recruited and trained at the local level, all SOIN County Programs are required to form a county ALC, creating an avenue by which athletes are allowed to express their opinions and provide feedback. A county ALC meets routinely through the year, providing feedback to their respective County Management Team. A county ALC meeting may be open to all registered athletes of that program, or a targeted group (such as basketball teams). Annually, each county ALC elects a chairperson and vice-chairperson.

SO Indiana will host at least one in-person Indiana ALC meeting per year, open to the chairperson from each county's ALC for the purpose of obtaining recommendations on SO Indiana policies, programs, events, issues and initiatives. If a county ALC chairperson is unavailable to attend the Indiana ALC, the vice-chairperson may attend. Additional Indiana ALC meetings may be held as needed by conference call with elected representatives of the Indiana ALC. The athlete representative(s) on the SOIN Board of Directors will serve as the Indiana ALC chairperson (and vice-chairperson).

Items for the agenda can be recommended by any Indiana ALC member and/or the CEO of SOIN. The Chairperson and CEO will decide the final agenda. Recommendations of the Indiana ALC will be made to the CEO and reported to the Board of Directors by the Indiana ALC Chairperson.

ARTICLE III — ATHLETE LEADERSHIP COUNCIL RECOMMENDATIONS

Recommendations from an ALC will be given due consideration by the appropriate level of SOIN management. ALC recommendations are considered by the SOIN staff. ALC members can expect to be provided with a follow-up response from management.

ALC members are asked to understand that not all recommendations will be accepted. These members can expect to be provided with a rationale for any recommendation not accepted.

OPERATING GUIDELINES

COUNTY ATHLETE LEADERSHIP COUNCILS

1. County Athlete Leadership Council meetings must be held at least twice a year but can be held more often.
2. County ALC meetings may be open to any interested athlete in the County Program, or a targeted group (such as basketball teams, athletes over age 40, athletes who attend Athlete Leadership University). Participants in a county ALC should be at least 16 years old.
3. Items for the agenda can be submitted by the athletes and/or the county management team.
4. At the first ALC meeting, the group should elect an athlete to be chairperson. The athlete receiving the second most votes will serve as the vice-chairperson. It is recommended that officer elections are held in November or December.
 - A. The ALC chairperson is the official representative of the county program for the annual Indiana Athlete Leadership Council meeting.
 - B. An athlete elected as chairperson may serve as the chairperson and member of the Indiana ALC for a term of up to three years, after which they must rotate out of the role for at least one year. At the conclusion of three years, SOIN will notify the County Coordinator.
 - C. The ALC chairperson is usually included as a member of the county management team.
 - D. Athletes serving as chair and vice-chair are encouraged to attend Athlete Leadership University for Governance training.

ATHLETE LEADERSHIP COUNCILS

5. The county management team should work with the ALC to provide a volunteer facilitator who assists the chairperson in planning the meeting, taking notes, and supporting the work of the group without inserting their own opinions into the discussion.
6. By a majority vote, ALCs may make recommendations to the county management team at regularly scheduled meetings.
7. County programs document their required ALC activities by submitting meeting minutes to the designated person at SOIN.

INDIANA ATHLETE LEADERSHIP COUNCIL

1. SOIN will host an annual full-day ALC meeting open to the chairperson from each county's ALC for the purpose of obtaining recommendations regarding SOIN policies, programs, events, issues, and initiatives.
 - a. The vice-chairperson of a county ALC may attend if the chair is unable to attend.
 - b. The Indiana ALC is held annually in conjunction with the SOIN State Conference.
 - c. During the annual ALC in-person meeting, athletes from each area will select one member to participate in quarterly conference calls to review progress on recommendations and plan the annual meeting.
 - d. Agenda items for the annual meeting can be recommended by any Indiana ALC member and/or the CEO of SOIN. The chairperson and CEO will decide the final agenda. The agenda will routinely include discussion of SOIN Strategic Plan.
2. The athlete(s) currently serving on the SOIN Board of Directors shall serve as chairperson (and vice-chairperson).
3. All participants in the Indiana ALC will be provided Governance training by Athlete Leadership University instructors in conjunction with their attendance at the annual meeting.
4. Subject to the approval of SOIN, an ALC member who needs the support of a volunteer/mentor to meaningfully participate in the meeting may request such support.
5. Subject to the approval of the Indiana ALC, SOIN will appoint a facilitator and additional volunteers as needed to assist with meetings and calls.
6. Committees may be appointed by the chairperson to study and report on significant issues.
7. The Indiana ALC recommendation requires approval by a simple majority of ALC members in attendance at any annual meeting.
8. Recommendations of the Indiana ALC will be made to the CEO and reported to the SOIN Board of Directors by the ALC chairperson.
9. Members of the Indiana ALC will be primary candidates to serve on the SON Board of Directors.



UNIFIED CHAMPION SCHOOLS

Building on Special Olympics' values, principles, practices and impacts, the Unified Champion Schools® (UCS) program promotes social inclusion through intentionally planned and implemented activities affecting systems-wide change. Our goal is to engage students of all ages and abilities and to help shape a Unified Generation that Chooses to Include.

With sports as the foundation, the UCS model offers a unique combination of effective activities that equip young people with tools and training to create sports, classroom and school climates of acceptance. These are climates where students with disabilities feel welcome and are routinely included in, and feel a part of, all activities, opportunities and functions.

This is accomplished by implementing the program's four pillars: inclusive youth leadership opportunities, Unified Sports®, whole school engagement and collaborative fundraising. The program is designed to be woven into the fabric of the school, enhancing current efforts and providing rich opportunities that lead to meaningful change in creating a socially inclusive school that supports and engages all students, teachers, and administrators.

WHAT MAKES A UNIFIED CHAMPION SCHOOL?

<p>Inclusive Youth Leadership Opportunities for youth with and without intellectual disabilities to become agents of change within their school, community, and state.</p>	<p>Special Olympics Unified Sports® Students develop athletic skills while forming friendships, fostering respect for each other, and becoming leaders on and off the playing field.</p>	<p>Whole School Engagement An important feature of creating a socially inclusive school climate is engaging the entire school community in the process.</p>	<p>Collaborative Fundraising School communities work together to raise the money needed to ensure that the UCS program is self-sustaining and can continue to grow.</p>
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CHAMPIONS AT EVERY LEVEL

As a global leader in the implementation of UCS programming, Special Olympics Indiana works with partners including the Indiana High School Athletic Association (IHSAA), the Indiana Middle Level Education Association (IMLEA), the Indiana Council of Administrators of Special Education (ICASE), and Indianapolis Public Schools (IPS) to reach more than 260,000 students in over 650 Indiana schools each year.



Participating schools are challenged to engage their entire school community in inclusive activities and to achieve certain goals related to each of the four pillars of the UCS program. Schools that meet or exceed each of these milestones in a given school year are awarded a recognition banner, while those that go above and beyond may be eligible for national recognition by Special Olympics North America.

STATE OFFICE CONTACTS

Unified Champion Schools
Collegiate
High School
Middle School
Preschool and Elementary
City Schools (Indianapolis & Fort Wayne)
School Assemblies

Mike Hasch (mhasch@soindiana.org)
Matt Jones (mjones@soindiana.org)
Brian Avery (bavery@ihsaa.org)
Tori Batson (tbatson@soindiana.org)
Lisa Graham (lgraham@soindiana.org)
Chris Akers (cakers@soindiana.org)
Craig Tornquist (ctornquist@soindiana.org)

UNIFIED CHAMPION SCHOOLS

BANNER PROGRAM

The Unified Champion School partnerships with the Indiana High School Athletic Association (Champions Together), Indiana Middle Level Education Association (Champions Together in the Middle), and Indiana Council of Administrators of Special Education (Young Champions) will provide a Unified Champion School banner to all partnership member schools that meet all of the following UCS goals:

1. All school sponsored activities must be planned, organized and administered by an Inclusive Student Leadership team that strives to do things WITH students with intellectual disabilities NOT FOR them.
2. The school must participate in at least one activity designed around Whole School Engagement that promotes and encourages awareness, respect and inclusion of persons with intellectual disabilities.
3. The school must organize and participate in at least one Unified Sports® activity, such as IHSAA Unified Track & Field or Unified Flag Football, Unified Bocce or Unified Bowling, Unified Robotics, Unified eSports, a Unified practice or clinic, or Unified competition with students with intellectual disabilities OR Special Olympics athletes.
4. Fundraising: a school must raise a minimum of \$1,500 (high school), \$750 (middle school), or \$250 (elementary) for the support and expansion of Unified Champion Schools programs.

UCS FUNDRAISERS

Please contact Mike Hasch (mhasch@soindiana.org) or Tori Batson (tbatson@soindiana.org) when you begin planning a fundraising event so they can establish a UCS fundraising page to monitor your donations and credit your school toward the Unified Champion Schools banner award.

UNIFIED CHAMPION CITY SCHOOLS

Special Olympics North America Unified Champion City Schools (UCCS) is a new initiative that began in the fall of 2021. UCCS is a focused approach to amplify the essential elements of Unified Champion Schools within city school districts. UCCS utilizes three interconnected components for social inclusion in schools:

- Inclusive Youth Leadership: when young people of all abilities are given opportunities to be leaders in their schools and communities.
- Whole-school engagement: creates a school climate that fosters understanding and respect for all and can influence how students think and act within and beyond the school.
- Unified Sports®: brings together people with and without intellectual disabilities on the same team.

SOIN is one of the few state programs to implement the UCCS initiative, which focuses on expanding inclusive



SCHOOL ASSEMBLIES

Hosted by comedian Craig Tornquist, our high-energy school assemblies are a fun and uplifting way to engage students while learning about Champions Together and Unified Champion Schools. Best known for his love of audience participation, Craig has delighted more than 3,000 school assembly crowds across the country and is joined by Special Olympics Indiana staff and student ambassadors in providing an overview of our program.

YOUTH AMBASSADORS

The Special Olympics U.S. Youth Ambassadors include 30 youth leaders with and without intellectual disabilities striving to make the nation a more inclusive place for all. They act as advocates, share stories and demonstrate the values of Inclusive Youth Leadership across the country. Indiana is represented in this elite group by athlete Liam Price (University of Indianapolis) and partner Elizabeth Price (Elon University).

programming within city school districts. Contact Chris Akers (cakers@soindiana.org) for more details.

Unified Sports® HIGH SCHOOL CHAMPIONSHIPS

UNIFIED BOCCE

HOSTED BY: SOIN
HS DIVISION
STATE CHAMPIONS:
2023 — North Knox HS
OPEN DIVISION
STATE CHAMPIONS:
2023 — Woodlan HS
NEXT STATE EVENT:
 September 2024

2023 Unified Bocce Schools (20)

Carmel
 Carroll (FW)
 Cathedral
 DeKalb
 East Noble
 Fishers
 Franklin Community
 Greenwood
 Griffith
 Hamilton Southeastern
 Harrison (WL)
 Lafayette Jeff
 Lawrence Central
 Muncie Central
 North Knox
 Perry Meridian
 Roncalli
 Shelbyville
 Westfield
 Woodland

UNIFIED BOWLING

HOSTED BY: SOIN
HS DIVISION
STATE CHAMPIONS:
2023 — DeKalb HS
OPEN DIVISION
STATE CHAMPIONS:
2023 — Lafayette Central Catholic
NEXT STATE EVENT:
 March 9 & 16, 2024

2023 Unified Bowling Schools (40)

Bishop Chatard
 Blackford
 Bloomington North
 Calumet New Tech
 Carmel
 Carroll (FW)
 Cathedral
 Crawfordsville
 Daleville
 DeKalb
 East Noble
 Elwood
 Evansville North
 Fishers
 Franklin Central
 Franklin Comm.
 Griffith
 Hamilton Heights
 Hamilton Southeastern
 Lafayette Central Catholic
 Lawrence Central
 Lawrence North
 Lawrenceburg
 Lebanon
 Madison Consolidated
 Madison-Grant
 Manchester
 Mooresville
 Muncie Central
 Noblesville
 North Knox
 Perry Meridian
 Roncalli
 Shelbyville
 South Ripley
 Tippecanoe Valley
 Valparaiso

UNIFIED FLAG FOOTBALL

HOSTED BY: IHSAA
STATE CHAMPIONS:
2023 — Carmel HS
STATE RUNNER-UP:
2023 — DeKalb HS
NEXT STATE EVENT:
 Oct. 19, 2024

2023 Unified Flag Football Schools (44)

Bedford North Lawrence
 Ben Davis
 Blackford
 Brownsburg
 Carmel
 Carroll (FW)
 Central Noble
 DeKalb
 East Chicago Central
 East Noble
 Elkhart
 Fishers
 Floyd Central
 Fort Wayne North Side
 Franklin Central
 Franklin Community
 Greenwood Community
 Goshen
 Griffith
 Hamilton Heights
 Homestead
 Indian Creek
 Indpls. Arsenal Tech
 Indpls G. Washington
 Jasper
 Lawrence Central
 Manchester
 Martinsville
 McCutcheon
 Mooresville
 New Haven
 Noblesville
 Northwood
 Perry Meridian
 SB Adams
 Southport
 Tippecanoe Valley
 Twin Lakes
 Valparaiso
 Warren Central
 Warsaw
 Wawasee
 Westfield
 Zionsville

UNIFIED TRACK & FIELD

HOSTED BY: IHSAA
STATE CHAMPIONS:
2023 — Noblesville HS
STATE RUNNER-UP:
2023 — Carroll (FW) & Valparaiso HS
NEXT STATE EVENT:
 June 1, 2024

2023 Unified Track & Field Schools (93)

Avon	Jasper
Bedford North Lawrence	Jennings County
Blackford	Kankakee Valley
Bloomington North	Kokomo
Bloomington South	Lafayette Jefferson
Boonville	Lake Central
Brownsburg	LaPorte
Brown County	LaVille
Carmel	Lawrence Central
Carroll (FW)	Lawrence North
Castle	Martinsville
Center Grove	McCutcheon
Central Noble	Mishawaka
Chesterton	Mooresville
Columbia City	Mt Vernon (Posey)
Columbus East	New Albany
Columbus North	New Castle
Corydon Central	New Haven
Crown Point	New Palestine
Decatur Central	Noblesville
DeKalb	Northview
Delta	Norwell
East Chicago	Northwood
Central East Noble	Pendleton Heights
Edgewood	Penn
Elkhart	Perry Central
Evansville Bosse	Perry Meridian
Fishers	Plainfield
Floyd Central	Portage
FW North Side	Roncalli
Franklin Central	Seymour
Franklin Comm.	Silver Creek
Franklin County	South Bend Adams
Goshen	South Bend Riley
Greenwood	Southport
Griffith	Southridge
Hamilton Heights	Terre Haute North
Hamilton SE	Terre Haute South
Harrison (WL)	Twin Lakes
Hobart	Valparaiso
Homestead	Vincennes Lincoln
Indian Creek	Warren Central
Indpls.	Warsaw
Crispus	Wawasee
Attucks	West Lafayette
Indpls. G.	Westfield
Washington	Whiteland
	Zionsville



UNIFIED FITNESS CLUBS

INTRODUCTION

Special Olympics Unified Fitness Clubs are locally organized fitness-focused groups that give members a way to exercise year-round. Clubs are formed using the Unified Sports® model, matching people with and without disabilities (partners). While walking is the most common activity, clubs are encouraged to expand the range of activities based on community resources and interests of the group. Clubs earn points by tracking activity data collected from a fitness band, with points accumulated to earn the club and individual members various incentives.

Visit SOIndiana.org/unified-fitness-clubs/ or contact Kyle Moran (kmoran@soindiana.org) for more information.

PURPOSE

Unified Fitness Clubs exist to provide opportunities for Special Olympics athletes, others with intellectual disabilities, and members of the community to engage in regular physical activity that promotes improved health and fitness, better understanding of healthy lifestyles, and friendship.

REGISTRATION

Clubs can register year-round using the online form located at SOIndiana.org/unified-fitness-clubs/. Club members eligible for Special Olympics must be registered as a Special Olympics athlete. Unified Partners must be registered as Class A volunteers.

LEADERSHIP

Unified Fitness Clubs activities must be led by one Special Olympics athlete and one Special Olympics volunteer (known as co-directors) who participate in training in how to run a club.

FITNESS DEVICES

Clubs may choose to upgrade to a Movband5 device for \$30 each. The MovBand5 is a device that is easy to re-charge, syncs wirelessly through a mobile app, and is waterproof. There are some other brands of fitness devices (Fitbit, Apple Watch, Garmin, etc.) that sync with the Engage Moves platform. Special Olympics Indiana handles:

- A. acquisition of Movband fitness devices
- B. the annual cost of UFC members being part of the tracking platform
- C. replacement or repair of broken or lost devices

INCENTIVES

- Individual members receive a special Unified Fitness Club medal once they reach the 500-mile plateau of miles walked or ran as recorded through their device.
- Individuals receive a reward pin when they reach 1,000-, 1,500-, 2,000-, 2,500-, 3,000- and 4,000-mile plateaus.
- Clubs can earn incentives through participation in virtual challenges that are offered at least four times a year.
- Clubs are eligible for incentives only if they collect member health metrics.

ACTIVE PARTICIPATION

Any club or member who is inactive for six months will be moved to “inactive status” and must re-register to participate. Any member inactive for one year will result in removal from the Engage Moves tracking platform.

HEALTH METRICS

Unified Fitness Clubs can receive devices to assist in collecting important health metrics from the members (height, weight, and blood pressure). Training will be provided in how to use the devices. Information collected will be used for grant reporting purposes and will remain confidential. Overall results of health metrics collection will be used to document the impact of regular group exercise within Special Olympics.

MEMBERSHIP

- Unified Fitness Clubs are organized by co-directors (one athlete and one partner) who register the club with SO Indiana at SOIndiana.org/unified-fitness-clubs/
- All club members must be registered as SO Indiana athletes or volunteers, with 25-75 percent of members being individuals with ID.



UNIFIED FITNESS CLUBS

- Athletes must be a registered participant, which includes an application, medical form and all necessary forms. A person with ID is not required to be active in Special Olympics training to be a member of a Unified Fitness Club.
- Partners must complete requirements for a Class A volunteer.
- There is no minimum or maximum number of members, but the larger the group the easier it is to match people by ability for training.

PARTICIPATION

- Clubs are expected to organize a group walk (or other activity) at least once a month. Clubs also encourage individual members to be physically active (in safe environment) outside of club activities.
- Walking is suggested to be the main activity because it is appropriate for all levels of fitness, it does not require a facility or equipment, and it helps participants earn miles quickly; however, other fitness activities can be done in conjunction with walking or instead of walking (hiking, stretching, yoga, Zumba, biking, strength training, etc.).
- Fitness Club activities may occur in conjunction with sports practice, but it must be activity beyond sports training or skill development.
- Clubs are year-round, with needed breaks throughout the year. Focusing on eight weeks at a time to meet and plan.
- Periodic “challenges” will be organized to focus training and create intra and inter-club interaction.
- Health metrics, photos, and success stories are requested for grant reports and general publicity.

ACTIVITY TRACKING

- Steps/miles/moves must be tracked through SOIN-provided Movbands or other approved activity trackers, with data synced on the Engage Moves platform weekly.
- Both athletes and partners should use a tracking device (**devices not issued until registration is complete**).

ACTIVE UNIFIED FITNESS CLUBS (as of January 2024)

Benton County	Morgan County	Vanderburgh County
Decatur County	OJ Neighbours Elementary School 1 st /2 nd Grade	Vanderburgh Happy Feet Day Program
Dubois County	OJ Neighbours Elementary School 3 rd /4 th Grade	Washington Township
Johnson County	Porter County	White County
Kosciusko County	St. Joe County Mishawaka YAS	
Lake County	Tippecanoe County	

- To help document the impact of the program, club members are expected to provide health metrics (i.e. height, weight, BP, RHR, steps, and lifestyle survey) at least once a year.
- Clubs and participants earn incentives for reaching various levels of activity.

SO FITNOW APP

SOIN has a new tracking app called SO FitNow, available for download for Apple and Android devices as well as with a website platform. This is another way to track your exercise, water intake, fruits and vegetables, and compete in challenges. SO Fitnow is compatible to sync with other devices or app (Fitbit, Garmin connect, Map My Fitness, Misfit Wearables, Runkeeper, Strava, etc.). The app also allows you to manually enter amount of time for each exercise. Contact Kyle Moran (kmoran@soindiana.org) to create an account on the app.

HEALTHY ATHLETES

INTRODUCTION

The mission of Special Olympics Healthy Athletes®, developed in 1996 by Special Olympics International, is to improve athletes' ability to train and compete in Special Olympics. Healthy Athletes is designed to help Special Olympics athletes improve their health and fitness, leading to enhanced sports experience and improved well-being. Healthy Athletes offers exams in six disciplines, including Fit Feet, FUNfitness (Physical Therapy), Healthy Hearing, Health Promotion, Opening Eyes®, and Special Smiles®. Encourage athletes to visit disciplines offered at state competitions and to seek follow-up care if they have received a referral at a Healthy Athletes visit.

OBJECTIVES

- To improve access and health care for Special Olympics athletes at event-based health exams
- To make referrals to local health practitioners when appropriate
- To train healthcare professionals and students in the health professions about the needs and care of people with intellectual disabilities
- To collect, analyze, and disseminate data on the health status and needs of people with intellectual disabilities
- To advocate for improved health policies and programs for persons with intellectual disabilities



DISCIPLINES OFFERED

- **HEALTH PROMOTION**
is a free screening that offers health information and advice in the areas of nutrition, sun safety, bone density, tobacco cessation, and physical fitness. Health Promotion is designed to convey and reinforce key concepts on healthy living, healthy lifestyle choices, and nation-specific health issues.
Clinical Directors: **Dr. Mary Ciccarelli**
- **OPENING EYES**
is a vision and eye health screening in partnership with the Lions Clubs International Foundation. Led by volunteer vision care professionals, Opening Eyes is able to offer prescription eyewear, sunglasses, and sports goggles to Special Olympics athletes.
Clinical Directors: **Dr. Katie Connolly**
- **SPECIAL SMILES**
offers free dental screening, oral health information, and instructions on brushing and flossing properly to participating Special Olympics athletes, as well as preventative supplies like toothpaste and toothbrushes.
Clinical Directors: **Dr. Armando Soto**
- **HEALTHY HEARING**
is a free hearing screening designed to ensure proper audio logical care for participating Special Olympics athletes. Led by volunteer professionals, Healthy Hearing tests for cerumen (ear wax) and otoacoustic emissions tests.
Clinical Directors: **Dr. Steffanie Standish, Dr. Rachel Ackerman**
- **FIT FEET**
is a free pediatric screening for participating Special Olympics athletes evaluating ankles, feet, lower extremity biomechanics, and proper shoe and sock gear.
Clinical Directors: **Open Position**
- **FUNFITNESS**
is a physical therapy screening program that is designed to assess and improve physical strength, flexibility, balance, and aerobic fitness, and educate athletes and parents on the importance of becoming and staying physically fit.
Clinical Directors: **Dr. Howell Tapley, Dr. Stasia Tapley**

Do you know a physician/specialist interested in joining our Clinical Directors team?

Contact Kyle Moran (kmoran@soindiana.org)

FREE SCREENINGS

For more information regarding upcoming opportunities for Healthy Athletes screenings, visit SOIndiana.org for a detailed schedule of events. If you need more information on times and locations, contact Kyle Moran (kmoran@soindiana.org).



Policies

- General Policies
- Event Policies
- Code of Conduct
- Volunteer Policies
- Transgender Policy
- Housing Policy
- Respect Code
- Finance & Accounting
- Insurance
- Fundraising



**Special
Olympics**
Indiana

GENERAL POLICIES

To provide the most enjoyable, beneficial and challenging activities for athletes with intellectual disabilities, Special Olympics operates in accordance with the following operating policies. The General Rules and the Sports Rules are specifically designed to enforce these policies.

1. Special Olympics training and competition is open to every person with intellectual disabilities who is at least eight (8) years of age and who registers to participate in Special Olympics as required by the General Rules. There is no maximum age limitation for participation in Special Olympics.

2. Special Olympics must offer full participation for every eligible athlete regardless of their economic circumstances. No Special Olympics Program may require its athletes or their families to pay or promise to pay any type of admission, registration, training, participation, or competition fee, or any other fee or charge of any type as a condition for admission to any Special Olympics event or activity, or as a fee for the athletes' participation in any Special Olympics competition.

Programs may accept unsolicited contributions from persons who are the parents or guardians of Special Olympics athletes. However, Programs must avoid soliciting or accepting such contributions under circumstances which suggest that the contribution is required or expected in order to ensure or facilitate an athlete's admission or registration to participate in Special Olympics.

3. Special Olympics is an athlete-centered movement and believes that the athlete is all-important. Promoting athletes as the central focus of each training or competition program or event, developing the physical, social, psychological, intellectual and spiritual qualities of the participants, and providing meaningful opportunities to participate in additional activities that support Special Olympics programming must be the focus of every Accredited Program.

4. Special Olympics encourages coaches and family members of athletes to make every effort to encourage Special Olympics athletes to reach their highest level of athletic achievement in a particular sport and to provide opportunities for them to do so.

5. Each Accredited Program shall offer comprehensive year-round sports training, conducted by qualified coaches in accordance with the Sports Rules. Every Special Olympics athlete who competes in a Special Olympics sport at a Games or a Tournament must have been trained in that sport. Training shall include physical conditioning and nutrition education. Athletes who desire to compete in Regional Games, U.S. Multi-State Games or World Games must be trained for at least eight (8) consecutive weeks in the appropriate sport and must have several opportunities to compete (including scrimmages and practice sessions) during that period. Each Accredited Program should offer athletes who are preparing for competitions at other levels within Special Olympics, such as for National Games, U.S. Program Games or Sub-Program Games (e.g. local, area, community), the same training and competition opportunities as are offered by that Accredited Program to athletes who participate in Regional, U.S. Multi-State and/or World Games.

6. Every Accredited Program must offer a variety of sports events and activities that are appropriate to the age and ability of each athlete and consistent with the Program's Accreditation Level and that foster full participation by each eligible athlete regardless of level of ability, degree of intellectual or physical disability, or economic circumstances.

7. Every Program must include Special Olympics Unified Sports® training and competition in which individuals with and without intellectual disabilities participate together on teams, and the CHAMPs programming (formerly known as Motor Activities Training Program) for individuals with such severe intellectual disabilities that they cannot benefit from standard Special Olympics training and competition Programs.

8. Special Olympics encourages qualified athletes to participate in school, club and community programs where they can train and compete in regular sports activities. The athletes may, at this point, wish to leave Special Olympics or continue to take part in Special Olympics activities as well. The decision rests with the athlete.

9. Special Olympics fully supports the concept of developing sports events for athletes with intellectual disabilities in conjunction with events conducted by sports organizations for individuals without intellectual disabilities. Accredited Programs should encourage other amateur and professional sports programs to include demonstrations by Special Olympics athletes as part of their major events. In addition, Accredited Programs should work with other sports organizations to develop sports events in which Special Olympics athletes may compete with individuals who do not have intellectual disabilities, under circumstances that offer Special Olympics athletes realistic opportunities to excel and compete successfully, whether by participating in the same heats as all athletes or in heats organized specifically for Special Olympics athletes. Special Olympics personnel should work to create a feasible format for these integrated activities.

GENERAL POLICIES

10. All Special Olympics sport training and competition activities and events shall be conducted in accordance with the General Rules, the Sports Rules, and the other Uniform Standards. Each Accredited Program shall offer sports training and competition programs that meet the highest possible standards in facilities and equipment, athletic attire, training, coaching, officiating, administration, and related events for athletes and their families. Special Olympics sports training and competitions must be held in a manner that protects the participating athletes, provides fair and equitable conditions of competition, and promotes uniformity in testing athletic skills, so that no competitor obtains an unfair advantage over another.

11. Special Olympics believes that every athlete deserves an equal chance to excel during competition. Thus, each competition division within a given event must be structured so that every athlete/team in the division has a reasonable chance to excel during competition. This must be done by placing athletes/teams in divisions according to accurate records of previous performance or trial heats and, when relevant, grouping by age and gender.

12. Special Olympics seeks to promote the spirit of sportsmanship and a love of participation for its own sake by stressing and celebrating the importance of, and personal achievement associated with, each athlete's participation and personal effort in Special Olympics, regardless of comparative ability. Special Olympics believes that every athlete should participate to their fullest potential. This means that in team sport the coach must ensure that each athlete has frequent opportunities to participate. This also means that each Games and Tournament should offer as many sports as possible, with events for athletes of all ability levels. Special Olympics promotes this philosophy in the training of its coaches and officials.

13. All Special Olympics Games and competitions — at the local, state, provincial, national and international levels — shall reflect the values, standards, traditions, ceremonies, and activities embodied in the ancient and modern Olympic movement, broadened and enriched to celebrate the physical and spiritual qualities of persons with intellectual disabilities, so as to enhance their dignity and self-esteem.

14. At National and U.S. Program competitions, Regional Games, World Games, and other Special Olympics Games, official medals shall be presented to first, second, and third place winners. Athletes in fourth through eighth place shall receive ribbons with all appropriate ceremonies. Those who are disqualified (for reasons other than unsportsmanlike conduct or violations of the divisioning rules) or do not finish an event shall be given a participation ribbon. For competitions below the Accredited Program level (i.e. at the Area level), ribbons or a combination of medals and ribbons may be awarded.

15. Special Olympics training and competition activities must take place in public, with every effort made to attract spectators and generate coverage by the news media, in order to increase public awareness of and support for the needs and capabilities of persons with intellectual disabilities.

16. Special Olympics shall offer every athlete multiple opportunities annually to participate in locally based competitions in Official Sports and Nationally Popular Sports in which they are interested. These activities should include competitions with teams or individuals other than those with whom the athlete usually trains.

17. Special Olympics is not designed to train elite athletes exclusively, but does provide training and competition for highly skilled and elite athletes with intellectual disabilities. Fair and equitable methods shall be used to select athletes for participation in non-local competitions so that every athlete, regardless of skill level, has an equal opportunity to participate in each competition at their skill level.

TRAINING AND COMPETITION SAFETY REQUIREMENTS

1. Programs must conduct all sports training and competition activities in a safe environment, taking all reasonable steps to protect the health and safety of athletes, coaches, volunteers and spectators, and must adhere to sport-specific medical and safety requirements as contained in the Sport Rules.

2. Programs shall provide for adequate supervision and coaching for all athletes. For all training and competition activities, a four-to-one (4:1) athlete-to-coach ratio shall be maintained.

3. In addition, Programs must comply with the following minimum standards for medical facilities and safety precautions at the sites of competitions (in addition to the sport-specific requirements of the Sports Rules).

A. Adequate precautions must be taken to avoid exposing athletes to sunburn, hypothermia, or other conditions or illnesses caused by exposure to the elements.

B. Ample water or other liquids must be provided for athletes throughout the competition, and athletes should be

GENERAL POLICIES

encouraged to take appropriate water breaks.

- C. Special precautions must be taken to insure that each participant receives any medications that have been prescribed for their use.

Competition organizers, officials and coaches must take into account the cardiovascular effect and level of strenuousness of a sport when setting the competition schedule for that sport, taking into account the length of competition, weather conditions, the physical ability of the participants, and the need for adequate rest periods. In general, athletes should be given adequate time between trials, finals and competitions, and teams should be given adequate time between the end of one competition and the next round of competition.

15-PASSENGER VAN POLICY

Special Olympics Programs are prohibited from using 15-passenger vans to transport athletes or other individuals to and from Special Olympics events, and Special Olympics strongly discourages other organizations from using 15-passenger vans to transport people to or from Special Olympics events.

Special Olympics recognizes that it is up to each non-Special Olympics organization to determine whether to use 15-passenger vans. By using 15-passenger vans, a non-Special Olympics organization understands that:

- Anyone operating a 15-passenger van owned by a non-Special Olympics organization for the purpose of transporting Special Olympics athletes or other persons to or from Special Olympics activities is acting as the employee or volunteer of the organization and not on behalf of Special Olympics.
- The driver's operation of the 15-passenger van will be considered to be in the course and scope of the driver's employment for or volunteer responsibilities for the non-Special Olympics organization, and not for or on behalf of Special Olympics.
- Therefore neither the driver nor the vehicle will not be covered by Special Olympics insurance.

DATING POLICY

Special Olympics prohibits any Special Olympics staff member or volunteer (excluding spouses of athletes and athletes who are Class B volunteers) from dating or having a sexual relationship with any Special Olympics athlete. In the event that a Special Olympics organization learns of any dating or sexual relationship, the organization immediately shall require either:

- 1) that the staff member or volunteer end his or her association with Special Olympics; or
- 2) that the association between the staff member or volunteer and the Special Olympics athlete will be terminated.

In the case of a Special Olympics athlete who is also a staff member or volunteer, the Chief Executive Officer of the organization where the athlete competes must evaluate the circumstances on a case-by-case basis and determine if an authority relationship exists between the staff/volunteer athlete and the competing athlete, and if it is determined that there is such a relationship, then apply the above policy in the same manner as the policy is applied to non-athlete staff or volunteers.

Each Special Olympics Program should determine whether it is required by its national or local laws to report certain relationships between Special Olympics staff or volunteers and Special Olympics athletes to the appropriate authorities under any "mandatory reporting" or other requirements in place for that Program's jurisdiction and comply with those requirements.

Special Olympics respects the right of athletes to have the full range of human relationships available to other human beings. This policy shall not be interpreted as a limitation on the rights of athletes, but only as a restriction on Special Olympics staff and volunteers.

CREATING OPPORTUNITIES FOR ATHLETES WITH PHYSICAL DISABILITIES

Each SOIN sport is played according to rules established by the respective National Governing Body (NGB). These NGB rules include strict guidelines for uniforms and equipment to provide for the safety of all competitors. For example, jewelry is prohibited in most sports because it can become a hazard to the person wearing it and other contestants.

When Special Olympics athletes or Unified Sports® partners require the use of wheelchairs or other mobility assistance devices, participation in team sports (basketball, softball, volleyball, and flag football) likely creates undue health and safety risks for that athlete and others in the game. The County Coordinator may apply to the State Office for special

GENERAL POLICIES

consideration for an athlete who requires such assistance. These requests will be considered on a case-by-case basis. Athletes in question should not compete at any level without State Office approval.

Special Olympics mission is to include people with a wide range of disabilities in year-round sports training and competition. To that end, a variety of sports are offered, each of which have modified competition levels to maximize opportunities for all abilities. The organization will work closely with Special Olympics local programs to ensure the safest, most inclusive program possible.

PARTICIPATION BY PERSONS WITH BLOOD-BORNE CONTAGIOUS DISEASE

No Program may exclude or isolate from participation in any Special Olympics training or competition any athlete who is known to be a carrier of a blood-borne contagious infection or virus, or otherwise discriminate against such athletes solely because of that medical condition. In view of the risk that one or more Special Olympics athletes may have a blood-borne contagious infection or virus, in conducting Special Olympics training and competition events, Programs shall follow so-called "Universal Precautions" for every exposure to any person's blood, saliva or other bodily fluid.

CONCUSSION AWARENESS AND SAFETY RECOGNITION POLICY

OBJECTIVE

It is Special Olympics' intent to take steps to help ensure the health and safety of all Special Olympics participants. All Special Olympics participants should remember that safety comes first and should take reasonable steps to help minimize the risks for concussion or other serious brain injuries.

DEFINING A CONCUSSION

A concussion is defined by the Centers for Disease Control as a type of traumatic brain injury caused by a bump, blow, or jolt to the head as well as serial, cumulative hits to the head. Concussions can also occur from a blow to the body that causes the head and brain to move quickly back and forth causing the brain to bounce around or twist within the skull. Although concussions are usually not life-threatening, their effects can be serious, and therefore proper attention must be paid to individuals suspected of sustaining a concussion.

SUSPECTED OR CONFIRMED CONCUSSION

A participant who is suspected of sustaining a concussion in a practice, game or competition shall be removed from practice, play or competition at that time. If a qualified medical professional is available on-site to render an evaluation, that person shall have final authority as to the removal or return to play of the participant. If applicable, the participant's parent or guardian should be made aware that the participant is suspected of sustaining a concussion.

RETURN TO PLAY

A participant who has been removed from practice, play or competition due to a suspected concussion may not participate in Special Olympics sports activities until either of the following occurs (1) at least seven (7) consecutive days have passed since the participant was removed from play and a currently licensed, qualified medical professional provides written clearance for the participant to return to practice, play and competition or (2) a currently licensed, qualified medical professional determines that the participant did not suffer a concussion and provides written clearance for the participant to return to practice play immediately. Written clearance in either of the scenarios above shall become a permanent record.

REQUIRED TRAINING AND TIMELINE

All coaches are required to complete concussion awareness training. This training is part of the Class A volunteer certification process which all coaches must complete. The SOI policy on "Return to Play" differs from the CDC's training because coaches do not see the Special Olympics athletes daily.

FREQUENCY OF TRAINING

Concussion awareness training must be completed by all Coaches at least once every three (3) years.

COMMUNICATION WITH PARENT/GUARDIAN

U.S. Programs are required to communicate in writing to all participants and/or parents/guardians, the concussion awareness and safety recognition program, as outlined in the "Suspected or Confirmed" Concussion and "Return to Play" sections of this policy.

The Centers for Disease Control website www.cdc.gov/concussion provides additional resources relative to concussions that may be of interest to participants and their families.

EVENT POLICIES

ENTRY INFORMATION

1. All athletes must have completed the online Athlete Registration process and have a current Medical on file on record in GMS. This process is done online and must be finalized prior to athlete participation in any practices, games, or registration for state level competitions. If this is not completed, the athlete will be ineligible to participate or register for that event. Unified Partners must be Class A volunteers prior to event registration.
2. Athlete Medical Information can be generated from GMS. For assistance with this, email medapp@soindiana.org. The State Office will provide the Medical report for each State level competition. Athletes will NOT be allowed to participate if they do not have a current medical.
3. Athletes are expected to be properly trained for a minimum of eight (8) weeks prior to the event.

DEADLINES

1. Games entries are completed through GMS. All entrants must be in GMS by the established in-house deadline or "registration window" date listed for each sport.
2. Entry materials will be accepted only from County Programs registered with the State Office. Contact the State Office to learn how to become a registered program.

FEES

1. The entry or registration fee will be transferred from the County account to the State account on the deadline date. Insufficient funds in the County account are cause to reject the entries or registration.
2. The County Program is responsible for notifying the Regional Manager before the deadline if special circumstances exist.
3. Once past the entry deadline, no refunds will be given. In the event of cancellation of the entire event, entry fees will be refunded.

COACH-CHAPERONE FORMS

1. Any volunteer who has regular contact with athletes (coach, chaperone & Unified Sports® partner) must obtain Class A volunteer certification.
2. All Class A volunteers (coaches, chaperones and Unified Sports® partners) entered by a County Program must be registered in the Volunteer Management System (VMS) and have completed an application, background screening, Coach/Volunteer Orientation, Protective Behaviors training, and Concussion Awareness training.
3. Entry materials must include a list of all Class A volunteers (coaches and chaperones) who will supervise athletes during the event.

WEATHER PLAN

SOIN's number one priority is the safety and well-being of athletes, coaches, and volunteers. Therefore, we ask that County Coordinators use their best judgment when bad weather endangers or prohibits safe travel to and from events, as well as athlete participation during events.

State Office staff will update County Coordinators on status of a state level event if weather issues are a concern leading up to the event. If a County Coordinator or coach has questions on the status of an event, they should contact event personnel using the event phone number provided in the event's coaches' packet.

The Event Director may cancel, delay, or change the event in case extreme weather or other conditions may affect the safety and health of the participants. If the weather is severe enough for Special Olympics to cancel an event partially or entirely, the event will *not* be rescheduled. When inclement weather interferes with an event, Special Olympics reserves the right to credit County Programs for entry fees.

Please keep in mind that weather conditions at the competition site may differ from weather in local areas. If a County Program decides not to attend an event because weather in their region interferes with safe travel, they should call the phone number at the event site provided in the coaches' packet to notify the games authorities.

For any competition event cancelled prior to the final round of competition, athletes/teams will receive participation ribbons.

EVENT POLICIES

GUIDELINES FOR LIGHTNING SAFETY

The purpose of these guidelines is to provide a default policy to those responsible for making decisions concerning the suspension and restarting of contests based on the presence of lightning.

1. Assign staff to monitor local weather conditions before and during events.
2. Develop an evacuation plan, including identification of appropriate nearby shelters.
3. Criteria for suspension and resumption of play/practice/outdoor activity:
 - a. When thunder is heard, or a cloud-to-ground lightning bolt is seen, the thunderstorm is close enough to strike your location with lightning. Suspend play and take shelter immediately.
 - b. 30-minute rule. Once activity has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning is witnessed prior to resuming play.
 - c. Any subsequent thunder or lightning after the beginning of the 30-minute count, reset the clock and another 30-minute count should begin.

HEAT INDEX GUIDELINES

Heat Index	Procedure
Under 95 degrees	<ul style="list-style-type: none"> • Provide ample amounts of water.* • Ice-down towels for cooling.* • Watch/monitor athletes carefully.*
95 degrees to 102 degrees	<ul style="list-style-type: none"> • Time/innings/games/matches/events may be reduced due to medical/sport decisions on athlete safety • Provide ample amounts of water.* • Allow longer time between innings for water breaks. • Ice-down towels for cooling.* • Watch/monitor athletes carefully.* • Allow for changes to dry t-shirts and shorts if necessary.*
Above 102 degrees	<p>Medical/sport decisions on competition would be driven by athlete safety; accommodations to schedule would be determined accordingly, with potential delays or postponements of games/matches/events</p>
<p>* These modifications are the primary responsibility of the coach.</p>	

SWIMMING SAFETY POLICY

The following requirements must be established before a pool can be used for Special Olympics training, competition, or recreation. Recreational swimming is any swimming or swimming-like activity that occurs outside of sanctioned Special Olympics swimming training or competition. Examples include participating in swimming or swimming-like activities (Jacuzzis, hot tubs) at pools, lakes, oceans, rivers, water parks, or other bodies of water during an athlete, team, or delegation's "down time" during a Special Olympics training, competition, or activity. This includes but is not limited to housing and activity locations such as hotels, dormitories, military base housing, private residences, parks, and host town accommodations.

1. BASIC RULES

- a. This policy is in effect from the time a coach or volunteer takes responsibility of an athlete to the time that athlete is returned to their parent or guardian.
- b. There must be at least one (1) certified lifeguard for every 20 participants in the water. If the facility has a stricter ratio, then it must be followed.
- c. Athlete Medical Forms shall be on site and relevant medical information on participants should be discussed with the lifeguard and medical personnel on duty in advance of the activity.
- d. The sole function of the lifeguard shall be to guard. If no lifeguard is available, the pool must be emptied, even for short durations when a lifeguard must leave the pool side.
- e. A copy of the Emergency Action Plan, the pool's emergency procedures, and current rules must be reviewed prior to using the pool or body of water on each occasion.

EVENT POLICIES

- f. Pool depths must be marked and clearly visible.
- g. The minimum pool depth for racing starts (off of starting blocks or off of the pool deck) is four (4) feet.
- h. "No Diving" must be posted in any area with a pool depth less than five (5) feet.
- i. For recreational swimming or training sessions, safety lines must be in place to divide shallow and deep-water areas.
- j. An athlete with Down syndrome who has been diagnosed with Atlanto-Axial Instability may not participate in butterfly events, individual medley events, diving starts, or diving.
- k. All local health and safety code standards must be followed.

2. EMERGENCY ACTION PLAN

- a. An Emergency Action Plan shall be in place prior to any Special Olympics participants entering the water for any reason, be it training, competition, or recreation. The original plan should be written and reviewed by the event personnel on hand. The plan shall include the following:
 - i. The procedure for obtaining emergency medical support if a medical doctor or medical support is not present.
 - ii. The posts and areas of responsibilities for each lifeguard.
 - iii. The procedure for obtaining weather information or weather watch information, particularly if the event is outside.
 - iv. The procedure for reporting accidents.
 - v. The chain of command in case of a serious accident, including who is assigned to talk to the press.

EVENT APPROVAL

Event approval by the State Office is required for all sports practices and competitions, fundraising, promotional/outreach, and social events, and other activities conducted by an area or county program. An approved Event Application must be submitted online at www.soindiana.org at least 30 days prior to event start date. This guarantees that:

1. The event is covered by Special Olympics insurance
2. The current event guidelines and rules are utilized

This policy applies to all Area and County Program events (sports competitions, sports practices, social activities, fundraisers and outreach or promotional activities).

Area and County Programs, and their leadership, are not authorized to enter into any contractual agreement (whether application, permit, or contract) to secure a facility, rent equipment, raise funds, solicit contributions, etc.

All proposed agreements, along with an Event Application must be submitted to the State Office at soindiana.org for review and approval.

Failure to comply with this policy will render the agreement null and void and shall in no way be binding upon Special Olympics Indiana, Inc.

EVENT FEES TRANSFER FORM

The Event Fees Transfer Form is for competition hosts to request reimbursement from attending County Programs. Without a completed and approved Event Application, no fees will be transferred. Hosts must communicate fees and cancellation policies prior to accepting entries from visiting County Programs. Without a specified cancellation policy, the State's policy is to be used.

INFORMATION NEEDED TO SUBMIT EVENT APPLICATION

1. Type of event: sports competition/practice, social event, fundraising event, promotional/outreach event, other
2. Either the venue where event will be held or the company/organization you will be working with
 - a. All information listed is required:
 - Address
 - Name of contact person at the venue
 - Contact person's phone number
 - Contact person's email address
3. All Event Documents/Paperwork
 - a. Any facility use/rental agreement, or any type of agreement/contract required by the venue/facility that is a legally-binding contract (requires signature of renter/user). Please upload/attach all paperwork to the event application where indicated. **PLEASE REMEMBER NO AREA OR COUNTY PROGRAM IS ALLOWED TO SIGN AN AGREEMENT/CONTRACT. THE CEO AND CHIEF OPERATING OFFICER OF SOIN ARE THE ONLY AUTHORIZED SIGNERS IN THE ORGANIZATION.**

EVENT POLICIES

- b. Any written insurance requirements that accompany the facility use agreement; does the company/venue require being listed as an additional insured on a certificate of insurance?
 - c. Promotional materials (if on website or social media - text that will be used)
 - d. Any documents that will be completed by participants or vendors for the event or activity
 - e. Any maps, event venue layouts, artwork, designs, ad copies or other information that would be helpful to understand the full scope of the event activity
4. All Event or Activity Details
- a. Name of the event (basketball practice at “xyz high school”, end-of-year-banquet, etc.)
 - b. Detailed description the activities that will take place at or during the event:
 - Event start/end dates
 - Event start/end times for session(s)
 - Entry fee required? If so, please list the amount per person/team
 - If applicable, estimated revenue and expenses
 - Will food/alcohol be served? **NO ALCOHOL ALLOWED AT SPORTS COMPETITIONS/PRACTICES**
 - For fundraisers or social activities - if alcohol will be sold:
 - How (describe those that apply in detail)
 1. Event ticket or entry is sold that includes a designated number of drinks
 2. Concessions
 3. Beer Cart
 4. Cash Bar
 5. Other - if so, elaborate
 - Who is serving the alcohol?
 - Who has the liquor license?
 - Who has the liquor liability?
 - Will Special Olympics receive any proceeds from the sale of alcohol?
 - Is recreational swimming involved?
 - Will Special Olympics Indiana souvenirs be sold?
 - c. If any other organization or company is helping organize, fund or run the event or activity (excluding vendors)
 - List their information, using the above guidelines regarding venue/company/organization in section 2.
 - What each (*if more than one*) organization or company has agreed to be responsible for
 - If your program has agreed to do something for the other organization or company, describe what that is

CODE OF CONDUCT AGREEMENTS AND CODE OF CONDUCT REPORT FORMS

At the time of registration athletes, unified partners, and volunteers agree to the Code of Conducts mentioned in this guide.

When an incident occurs in violation of these agreements, programs are expected to submit a Code of Conduct report form that is available on the resources page under general e-forms. These reports are submitted to and retained by the State Office. County Programs in conjunction with the appropriate SOIN staff will determine any possible disciplinary action in response to the alleged violation of the Code of Conduct.

A list of possible courses of action is located on the Procedures: Course of Action.

TRANSGENDER POLICY

Special Olympics is an athlete-centered movement that welcomes athletes with intellectual disabilities of all abilities to participate in sports training and competition. Special Olympics is open to persons with intellectual disabilities age eight and older and offers a Young Athletes program for individuals under the age of eight.

The health and safety of everyone participating in Special Olympics is of paramount importance to the organization. Participants should feel that Special Olympics events are safe, positive and inclusive. Additionally, participants should not be fearful of the reaction of or treatment by other athletes, coaches or volunteers because of the participant's gender identity.

Special Olympics will generally recognize individuals based on the individual's gender identity. For the purposes of this document, "gender identity" is defined as a person's deeply felt internal sense of being male or female. All transgender inquiries need to be evaluated on a case-by-case basis and carefully considered to ensure compliance with federal, state and local laws, rules and regulations.

The purpose of this document is to provide Programs with guidelines for addressing the most common questions relative to inclusion of transgender participants (athletes, coaches, and volunteers).

Consistent with the above principles, the overarching goal of these guidelines is to provide a safe and inclusive environment for all individuals. Discrimination and/or any sort of retaliation against participants based on the participant's gender identity is not acceptable.

GUIDELINES:

- 1. Awareness and Acceptance** — SOIN in collaboration with the County Programs will work proactively as needed to inform and educate coaches, volunteers, athletes, officials, and the community to hopefully ensure that the spirit of acceptance and everyone's value are the overarching principles that guide the involvement of a transgender athlete's participation in Special Olympics and the community at large.
- 2. Eligibility to Participate** — Eligible participants, those that meet all other requirements, are permitted to participate in a manner consistent with their gender identity.
- 3. Notice to Special Olympics** — The participant and/or legal guardian must contact the Chief Executive Officer in writing indicating that the participant has a gender identity different than the gender listed on the athlete's Medical and/or Application form and that the participant desires to participate in a manner consistent with their gender identity. This notification must be received by the entry deadline before their first involvement as a transgender participant.
- 4. Athlete Medical** — The Athlete Medical Form does not need to be updated based on gender identity unless the athlete is undergoing gender reassignment therapy under the direction of a licensed medical professional. The athlete's preferred name should be noted on the Athlete Medical Form for administrative and emergency purposes, as this is the name that Programs use when referencing or addressing the athlete.
- 5. Confidentiality** — Except for the notice required in #3 above, participants affected by this policy have the right to confidentiality in all matters governed by SOIN.
- 6. Individual Preferences** — Using a case-by-case approach, SOIN (when possible) will reach out to the participant and/or the participant's parents/guardians to help define expectations relative to the participant's involvement in Special Olympics as it relates to changing areas, restrooms, showers, and housing.
- 7. Facilities** — Special Olympics (as requested and to the extent possible) will allow the transgender participant access to the desired facility (i.e., locker-room, restroom, etc.) with as little disruption to other participants as possible. SOIN will seek to provide gender-neutral restrooms and changing facilities open to all participants for all activities and will notify all participants of the location of the gender-neutral facilities.
- 8. Housing** — In events where an overnight stay is required, a transgender athlete may be housed individually per their gender identity or with a family member / caregiver as approved by the athlete and appropriately registered by SOIN.
Any athlete who needs extra privacy / supervision should be accommodated to the extent possible. Per Special Olympics Inc. housing policies, a transgender athlete **cannot** share a room with another Special Olympics athlete.
- 9. Sports Participation** — In keeping with Special Olympics all-inclusive philosophy, Special Olympics will not require medical testing on a blanket basis as part of its divisioning process. SOIN will adhere to the athlete divisioning protocol as outlined in the Special Olympics Sports Rules, which emphasizes ability and age more than gender in organizing competition.
For competition, a transgender athlete will be placed for competition per their gender identity and their ability according to either pre-event entry scores or preliminary round results. Same as for all Special Olympics athletes, if a transgender athlete's performance is 15% better than all other competitors, they will be placed in a division of one for competition.
All participants should have uniforms as outlined in the Special Olympics Sports Rules. No participant will be required to wear a gendered uniform that conflicts with the participant's gender identity.
- 10. Applicability for Local and Area Events.** SOIN events are held in a wide variety of facilities across the state. SO Indiana and local volunteers will work collaboratively to organize events where these guidelines are followed to provide for the needs of the transgender athlete just as we do for all Special Olympics athletes within the framework of the host site and the laws of Indiana.

VOLUNTEER POLICIES

DEFINITION OF VOLUNTEER

A volunteer is anyone who, without compensation or expectation of compensation beyond reimbursement, performs a task at the direction of and on behalf of SOIN.

RECRUITMENT

Volunteers shall be recruited by SOIN on a proactive basis, with the intent of broadening and expanding the volunteer involvement of the community. Volunteers shall be recruited without regard to gender, disability, age, race or other condition. The sole qualification for volunteer recruitment shall be suitability to perform a task on behalf of SOIN.

CLASSIFICATIONS

A volunteer must be officially accepted and enrolled by SOIN Indiana prior to performance of the task.

Volunteers are classified as:

- **Class A** — Any volunteer who has regular contact with athletes (coaches, chaperones, Unified Sports® partners) or serves in a leadership or administrative role.
- **Class B** — Any single event and/or one-day volunteer must sign in on the Single Event Volunteer Registration form and provide a photo ID.

CLASS A VOLUNTEER REGISTRATION & ONLINE TRAININGS

SOIN utilizes the Volunteer Management System (VMS) to navigate new applicants through the Class A application and training process. VMS is a secure online system. It will walk each applicant through each of the 6 steps at their own convenience.

The application and trainings are for all coaches, volunteers, and Unified Sports® partners. These six steps must be completed before any Special Olympics training, any competition, or beginning any duties related to your role.

- STEP 1: APPLICATION
- STEP 2: BACKGROUND SCREENING
- STEP 3: COACH/VOLUNTEER ORIENTATION (CVO)
- STEP 4: PROTECTIVE BEHAVIORS TRAINING
- STEP 5: CONCUSSION AWARENESS TRAINING
- STEP 6: COVID CODE OF CONDUCT AND WAIVER

Volunteers can begin this process by going to the SOIN website (soindiana.org).

UNIFIED SPORTS® PARTNERS

Unified partners are subject to the requirements of Class A volunteers.

MINORS AS VOLUNTEERS

Volunteers who have not reached their age of majority (age 18) may be accepted as volunteers in non-supervisory positions only. Volunteers under age 14 must be chaperoned by an adult. Whether a coach, volunteer or Unified Sports® partner, all youth applicants will register through VMS with their own account. A youth applicant must complete Step 1 and Steps 3-6, as a background screening is not performed on anyone under age 18.

For youth ages 14-17:

- Youth applicants who have not reached their age of majority (age 18) may be accepted as volunteers in non-supervisory positions only.
- A background screening will not be completed. While some information pertaining to the background screening may be asked, that information will not be stored or utilized.
- While some information pertaining to the background screening may be asked, that information will not be stored or utilized.

For youth ages 8-13:

- Youth applicants under age 14 must be chaperoned by an adult.
- Parents and/or guardians of the youth applicant must complete the six steps for their dependent. This will allow the parent/guardian to understand the protocols taken by SOIN to ensure the safety of all participants, including their dependent.
- Youth ages 8-13 may find information in the Coach/Volunteer Orientation interesting and educational.
- Parents and/or guardians should review the information within the Protective Behaviors training and Concussion Awareness training before sharing with their dependent. This information may be sensitive in nature.

ATHLETES AS VOLUNTEERS

SO Indiana athletes are encouraged to volunteer in various roles within the organization, based on the individual's availability, interest, and ability. Athletes wishing to volunteer must become Class A certified as noted above.

Athletes are prohibited from serving as volunteers and competitors at the same event.

Athletes serving as volunteers may assist in supervisory roles with athlete competitors, as long as previously stated requirements are met.

VOLUNTEER POLICIES

DRIVERS AS VOLUNTEERS

Drivers hired commercially or employed by unrelated agencies are not required to register as volunteers, unless they supervise athletes in addition to their driving responsibilities. Anyone driving on behalf of Special Olympics must have a valid driver's license. Persons with invalid or suspended driver's licenses cannot transport athletes, and will not be covered by the Special Olympics insurance policy.

FAMILY MEMBERS AS VOLUNTEERS

Parents and siblings of athletes who serve as Class A volunteers are subject to all volunteer requirements, even if the only athlete they supervise is the athlete in their family.

PAID STAFF AS VOLUNTEERS

Individuals who are paid by their employer to conduct Special Olympics activities are required to register as volunteers if their duties meet the standard established for Class A volunteers (regular contact with athletes, etc.).

SCREENING

As required for the protection of athletes, all adults who complete an application to become a coach, volunteer, and/or Unified Sports® partner are subject to a background screening upon entry into the program and every three years thereafter. Each applicant will need to create an account in VMS, a secure online database. Once the account is created, each applicant will be asked to enter the necessary information. This will include their Social Security number.

Applicants are automatically disqualified if their background check indicates conviction for: child abuse, sexual abuse or misconduct, neglect, assault, kidnapping, physical abuse, murder, manslaughter, arson, theft, fraud, larceny, prostitution-related crime, or controlled substance crime. No appeals are accepted except in the case of mistaken identity.

Applicants with DWI, DUI, or comparable offenses or three (3) or more moving violations within the past three (3) years are automatically disqualified from driving on behalf of Special Olympics.

INTERVIEW/PLACEMENT

All Class A volunteers will be interviewed in person by the appropriate volunteer manager to ascertain their suitability for and interest in available positions. During the interview, the candidate must show a photo ID (driver's license).

A job description that is a clear, complete, and current description of the duties and responsibilities of the position will be given to each accepted volunteer.

SERVICE AT THE DISCRETION OF SO INDIANA

SOIN accepts the service of all volunteers with the understanding that such service is at the sole discretion of the organization. Volunteers agree that SOIN may at any time, for whatever reason, decide to terminate the volunteer's relationship with the organization.

RESIGNATION

Volunteers may resign from their volunteer service with SOIN at any time. It is requested that volunteers who intend to resign provide advance notice of their departure and a reason for their decision.

Area Directors and County Coordinators should contact their Regional Manager prior to resigning in order for the Regional Manager to facilitate replacement, recruitment, and training.

CONFLICT OF INTEREST

Individuals shall be precluded from any SOIN volunteer task for which they have a personal, philosophical or financial conflict of interest.

REPRESENTATION OF SO INDIANA

Prior to any action or statement which might significantly affect or obligate SOIN, volunteers should seek prior consultation and approval from appropriate staff. These actions may include, but are not limited to public statements to the press, coalition, or lobbying efforts with other organizations, or any agreements involving contractual or other financial obligations. Volunteers are authorized to act as representatives of SOIN as specifically indicated within their job descriptions and only to the extent of such written specifications.

CONFIDENTIALITY

Volunteers are responsible for maintaining the confidentiality of all proprietary or privileged information to which they are exposed while serving as a volunteer. Failure to maintain confidentiality may result in termination of the volunteer's relationship with SOIN or other corrective action.

CODES OF CONDUCT

GENERAL STATEMENT

Special Olympics is an athlete-centered movement that welcomes athletes with intellectual disabilities of all abilities as they are. The SOIN Code of Conduct was written to establish a system that encourages all participants to adhere to the Special Olympics philosophy, operating policies, and rules.

Special Olympics participants (defined as athletes, coaches, volunteers, families, and spectators) will:

1. Conduct themselves in a sportsmanlike manner at all times, refraining from being offensive by action or language toward athletes, coaches, volunteers, opponents, officials, and/or spectators,
2. Place the health and safety of Special Olympics athletes above all else,
3. Abide by the letter and the spirit of applicable rules and policies,
4. Not be under the influence of alcohol or illegal drugs while directly involved in any Special Olympics activity, and
5. Refrain from smoking in competition or athlete training venues.
6. Refrain from inappropriate contact or relationships with Special Olympics participants.
7. Appreciate the full and active participation of talented individuals with diverse characteristics such as race, ethnicity, religion, age, gender identity, sexual orientation, type of disability, and marital status, as well as differences in personality, talents, experiences, education, and cultural and socio-economic background.
8. When a participant signs the Code of Conduct, they accept that violations of the Code will be subject to a range of consequences, up to and including being prohibited from participation in Special Olympics.

ATHLETES & UNIFIED PARTNERS

A. SPORTSMANSHIP

1. I will practice good sportsmanship.
2. I will act in ways that bring respect to me, my coaches, my team, and Special Olympics.
3. I will not use inappropriate or offensive language, including swearing or insulting other individuals, in any form of communication.
4. I will not fight with other athletes, coaches, volunteers, or staff.
5. I will appreciate the full and active participation of talented individuals with diverse characteristics such as race, ethnicity, religion, age, gender identity, sexual orientation, type of disability, and marital status, as well as differences in personality, talents, experiences, education, and cultural and socio-economic background.

B. TRAINING AND COMPETITION

1. I will train regularly.
2. I will learn and follow the rules of my sport.
3. I will listen to my coaches and the officials and ask questions when I do not understand.
4. I will always try my best during training, divisioning, and competitions.
5. I will not "hold back" in preliminary competition just to get into an easier finals competition division.

C. RESPONSIBILITY FOR MY ACTIONS

1. I will not make inappropriate or unwanted physical, verbal, or sexual advances on others.
2. I will tell Special Olympics leaders immediately if I experience behavior or abuse from another team member or volunteer.
3. I understand all telephone and electronic communications between me and any other member of Special Olympics must be appropriate and respectful, including texting and social media.
4. I understand that any social media connections I make with delegation members on my personal social media accounts are my choice and I am completely responsible for all such communications and who I choose to friend/follow on social media.
5. I will not smoke in non-smoking areas, drink alcohol, or use illegal drugs at Special Olympics events.
6. I will not take drugs for the purpose of improving my performance.
7. I will obey all laws and Special Olympics and National Federation/Governing Body rules for my sport(s).

CODES OF CONDUCT

VOLUNTEERS AND COACHES (including parents who coach)

A. RESPECT FOR OTHERS

1. I will respect the rights, dignity, and worth of athletes, coaches, other volunteers, friends, and spectators in Special Olympics.
2. I will appreciate the full and active participation of talented individuals with diverse characteristics such as race, ethnicity, religion, age, gender identity, sexual orientation, type of disability, and marital status, as well as differences in personality, talents, experiences, education, and cultural and socio-economic background.
3. I will be a positive role model for the athletes I coach.

B. ENSURE A POSITIVE EXPERIENCE

1. I will ensure that for each athlete I coach, the time spent with Special Olympics is positive.
2. I will respect the talent, developmental stage, and goals of each athlete.
3. I will ensure each athlete competes in events that challenge that athlete's potential and are appropriate to that athlete's ability.
4. I will be fair, considerate, and honest with athletes, using simple, clear language.
5. I will ensure that accurate scores are provided for entry of an athlete into any event.
6. I will instruct each athlete to perform to the best of the athlete's ability at all competitions (including preliminary events) in accordance with the Official Special Olympics Sports Rules.

C. ACT PROFESSIONALLY AND TAKE RESPONSIBILITY FOR MY ACTION

1. My language, manner, preparation, appearance, and presentation will demonstrate high standards.
2. I will display control, respect, dignity, and professionalism to all involved in the sport (athletes, coaches, opponents, officials, administrators, parents, spectators, media, etc.), and encourage athletes to demonstrate the same qualities.
3. I understand all telephone and electronic communications between me and any other member of Special Olympics must be appropriate and respectful, including texting and social media.
4. I understand that any social media connections I make with delegation members on my personal social media accounts are my choice and I am completely responsible for all such communications and who I choose to friend/follow on social media.
5. I will not drink alcohol, smoke, or take illegal drugs while representing Special Olympics at training or during competition.
6. I will refrain from any form of personal abuse towards athletes and others, including verbal, physical, and emotional abuse.
7. I will be alert to any form of abuse from other sources directed toward athletes in my care.

D. QUALITY SERVICE TO ATHLETES

1. I will seek continual improvement through evaluation and ongoing coach education.
2. I will be knowledgeable about the Sports Rules and skills of the sport(s) I coach.
3. I will provide a planned training program.
4. I will keep copies of the medical, training, and competition records for each athlete I coach.
5. I will follow the Special Olympics and National Governing Body rules for my sport(s).

E. HEALTH AND SAFETY OF THE ATHLETES

1. I will ensure that the equipment and facilities at practice sites and events are safe to use.
2. I will ensure that the equipment, rules, training, and the environment are appropriate for the age and ability of the athletes.
3. I will review each athlete's Medical Form and be aware of any limitations on that athlete's participation noted on that form.
4. I will encourage athletes to seek medical advice when required.
5. I will maintain the same interest and support towards sick and injured athletes.
6. I will allow further participation in training and competition only when appropriate.

CODES OF CONDUCT

FAMILIES, CAREGIVERS AND SPECTATORS

The new Code of Conduct for families, caregivers, and spectators was a recommendation from the Indiana Athlete Leadership Council and approved by the SOIN Board of Directors. There is no form for families, caregivers, or spectators to sign. Announcements will be made regarding sportsmanship and respect during ceremonies and during competition. Additionally, signage will be posted throughout competition venues to communicate expectations of good sportsmanship and respect.

A. RESPECT FOR OTHERS

1. Always treat others (coaches, parents, officials, and players) the same way that you would want you and your child to be treated. Set the example by showing respect, dignity, and total sportsmanship at all times.
2. Special Olympics sports are for the athletes. If you find yourself becoming too emotionally involved in what's happening in the contest, take a step back and relax.
3. Don't question an official's call. While you may not agree with a call, trust that the volunteers who officiate Special Olympics competition are doing their best and are using impartial judgment.

B. ENSURE A POSITIVE EXPERIENCE

1. Few things are better for a Special Olympics athlete than having their parents, friends, and fans on hand to watch them compete. Offer applause and cheers of encouragement for both teams following a good play or a great effort.
2. Identify positives from every game or practice to help build confidence. A Special Olympics athlete's sense of achievement is the greatest motivator.
3. Sports are supposed to be fun. Stay positive. Encourage enjoyment and participation over results. Special Olympics is not about being the best, it's about doing your best.

C. BE A TEAM PLAYER

1. Help, if you can, to ensure athletes arrive at practice and games on time, dress appropriately for sports, train in the off-season, and develop good nutrition habits. This support translates into athletes becoming more capable in all parts of their life.
2. Most coaches are open to communication about how to make the experience better for an athlete. Avoid seeking to communicate in the heat of the moment, during or immediately after a competition.
3. Don't analyze an athlete's performance following a competition. Make sure the coach is the voice of leadership for an athlete's performance. If you know sports, why not volunteer to be a coach next season?

CODES OF CONDUCT

RESTRICTING INVOLVEMENT OF A SPECIAL OLYMPICS PARTICIPANT

1. APPLICANTS

If an athlete with a criminal record or history of violent or abusive behavior applies to participate in a County Program, the State Office will evaluate the acceptance of the athlete based on the following criteria: type of offense or incident, recency of the offense/incident occurred, number of offenses, athlete capacity, and medication variables. Unified Sports® partners may be restricted based on results of the background check.

2. CURRENT PARTICIPANTS

Athletes or Unified Sports® partners may be restricted from participation based on violations to the Code of Conduct. Behavior contrary to the Code of Conduct at an official competition will be under the authority of and subject to action by the Games/Event Director.

Behavior contrary to the Code of Conduct at all other Special Olympics-related activities (defined as practices, field trips, or special events) will be under the authority of and subject to action by the County Coordinator or their designee.

Specific complaints about significant violations of the Code of Conduct must be submitted in writing to the State Office within seven (7) days of the incident, citing specific behavior, date of violation, site of violation, witnesses to the violation, and signed by the complaining party.

Significant violations include physical aggression (fighting), sexual misconduct, or other criminal behavior.

Depending on the facts, the County Program can employ one (1) or more of the following action for an applicant or current participant.

1. **Allow the athlete to participate on a probationary basis.** This gives the Program, the athlete, and the family a chance to review conduct on a systematic basis and to make any changes the Program deems necessary. The athlete and the family, caregiver or guardian should be informed from the outset that participation is conditional upon continued satisfactory behavior, what the probationary period is, and the system for review.
2. **Ensure there is a one-on-one volunteer to chaperone the athlete.** In the case of a non-violent athlete, the Program may ensure there is a one-on-one volunteer to chaperone an athlete with a history of sexual abuse. The volunteer must be informed of the athlete's past behavior (without violating any privacy laws) and should be capable of helping the athlete avoid situations that may trigger unacceptable behavior. If the athlete participates as part of a group home or other type of facility, the Program may require that the home or facility provide the volunteer.
3. **Require the athlete attend counseling or anger management courses.** Athletes exhibiting certain types of behavior may respond well to counseling services including anger management, stress reduction or psychotherapy. Programs cannot provide these services; however, Programs can require that athletes attend such meetings or sessions as a condition of participation. This option may be combined with other options and should be monitored to ensure compliance/progress.
4. **Prohibit athletes with histories of sexual abuse or violent behavior from overnight trips.** This option is less desirable than assigning a one-on-one volunteer to an athlete who has previously engaged in inappropriate sexual behavior or violent behavior but would be appropriate when the risk to others cannot be sufficiently eliminated by a chaperone.
5. **Restrict the sports in which an athlete may compete.** Some sports, such as flag football, soccer, and basketball, involve physical contact and emotion that can agitate an athlete to the point they have a violent reaction. One option is to steer the athlete into sports such as swimming or track & field with a lower likelihood of physical contact.
6. **Suspend the athlete temporarily.** A temporary suspension for a defined period may be the best solution depending on the seriousness of the behavior, in which case the Program should make clear to the athlete and family/guardian what steps must be taken for reinstatement, including when the review will take place, by whom, and what factors will be considered.
7. **Expel the athlete from or deny participation in Special Olympics.** This is the last and least desirable option in as much as it is the harshest for an athlete and is the most likely to lead to litigation. Thus, expulsion or denial of participation must be subject to due process safeguards, including a hearing and right to appeal, to protect the athlete and the Program.

SUSPENSION OR EXPULSION

Expulsion or suspension of a participant for more than 90 days requires pre-approval of the State Office and implementation of due process measures. When pursuing this course of action, contact your Regional Manager.

RESPECT CODE

As advocates for inclusion in our communities, it is our call to action to create safe welcoming spaces for our athletes, coaches, volunteers, families, and spectators. One essential way we can do this is through making a commitment to one another to have mutual respect in all our interactions.

The SOIN Respect Code was developed by the Board of Directors' Diversity, Equity, and Inclusion (DEI) Committee. The board adopted the code and now encourages all participants of Special Olympics to consider these guidelines:

- Be present and bring your full self
- Complete open listening without judgement or assumption
- Embrace discomfort and difference of opinion
- Applaud vulnerability
- Right to pass on commenting if you do not want to participate in a topic
- Support each other, we are here to learn
- Create a safe space where stories are heard, lessons are shared

HOUSING POLICY

HOUSING & ROOMMATE SELECTION

GENDER

Athletes and volunteers may not share a room with an athlete or volunteer of the opposite sex. U.S. Programs may allow the following exceptions as long as the U.S. Program's written policy clearly allows for such exception.

- Married athletes who are both attending the event as members of a registered delegation. This exception does not apply to the spouse of an athlete who is not participating in the event but attending solely as a spectator.
- Married volunteers who are both attending the event as members of a registered delegation. This exception does not apply if one of the volunteers is required to share a room with an athlete (other than the married couple's child), as this scenario will create a situation whereby an athlete is housed with a volunteer of the opposite sex.
- Family members of the opposite sex who serve as a one-to-one chaperone for the related athlete.
- Housing in a facility that has multiple private rooms in addition to living space (such as a condominium or dormitory). Both males and females may be assigned to one condominium, if necessary, but private rooms may not be shared by individuals of the opposite sex. Chaperones must also be housed in the condominium and the chaperone/athlete ratio (as outlined in the supervision section of the policy) must be maintained.

SUPERVISION

A chaperone/athlete ratio of at least one (1) properly registered chaperone to every four (4) athletes must be maintained during overnight events. Proper supervision can be maintained without having a chaperone present in the room at all times. All chaperones must be screened in accordance with the Special Olympics U.S. Volunteer Screening Policy.

BEST PRACTICES

1. ROOMING ASSIGNMENTS

If athletes will be sharing a room, following is a list of other items to consider when making room assignments:

- Consider matching athletes based on size, level of maturity, ability, and age.
- Assign connecting rooms to those athletes who require additional assistance or supervision if the chaperone will not be in the same room.

2. SLEEPING ARRANGEMENTS

Each member of the delegation must be assigned their own bed. Athletes may not share a bed unless they are married.

The following techniques should be considered:

- Request cots from the facility to increase the number of beds available.
- Utilize air mattresses to increase the number of beds available (check with facility to ensure there is not a policy against the use of air mattresses).

3. SUPERVISION

The following includes suggestions for providing athlete housing supervision:

Hotels — Whenever possible, reserve connecting rooms so that chaperones have direct access to the athletes' room(s). If connecting rooms are not available and the chaperone is in a room separate from the athletes for which they are responsible:

- Ensure that the chaperone has a key to the athletes' room(s)
- Ensure that the athletes know how to reach the chaperone at all times
- Consider using hall monitors

Condo/Dorm (or other facility with multiple private rooms) — Whenever possible, leave the doors to private rooms open so that chaperones can monitor each room.

4. FAMILY MEMBERS

Prohibit family members from staying in athlete housing unless the family member is an official member of the registered delegation and is screened in compliance with the Special Olympics U.S. Volunteer Screening Policy.

FREQUENTLY ASKED QUESTIONS

Are athletes who are married to each other permitted to share a room if one athlete is competing and the other is volunteering?

Yes, as long as both athletes are official members of a registered delegation. The married athletes would not be permitted to share a room if one of the athletes were not a member of a registered delegation (for example, a spectator at the event).

Can the chaperone/athlete ratio be maintained during sleeping hours without having a chaperone present at all times?

Yes, examples include, but are not limited to, the following: Chaperones having access to the rooms they are supervising at all times and having a plan to ensure that athletes are in their assigned rooms; Chaperones staying in connecting rooms; and Chaperones checking on athletes on a regular basis throughout the night and ensuring the athletes know how to reach the chaperone, if needed.

FINANCE & ACCOUNTING

AREA AND COUNTY PROGRAM FUNDS — POLICY OVERVIEW

1. SOIN is accredited by Special Olympics, Inc., and registered with the federal and state agencies as the sole nonprofit organization for Special Olympics in Indiana, with exclusive rights to the official name and logo within our jurisdiction. Accordingly, there is no recognition of Area or County Programs as separate entities. No bank or investment accounts may bear the name of Special Olympics, except an individual account approved and controlled by the State Office.
2. Through an annual accreditation process, SOIN accredits Area and County Programs providing those management teams with the right to raise funds and disburse funds for local purposes through the SOIN consolidated accounting system.

GENERAL FINANCIAL POLICIES

1. Under special circumstances, an affiliated service-providing organization may apply to participate in SOIN events, but is forbidden to use the Special Olympics name and logo to raise funds.
2. All SOIN Area and County accounts are consolidated into a central bank account managed by the State Office to provide for the ongoing cash needs of its Area and County Programs. Funds received from Area and County Programs will be maintained within a separate general ledger account for each program.
3. Under no circumstances may an Area or County Program establish a separate account or withhold funds raised in the name of Special Olympics. Unauthorized accounts or use of SOIN funds shall result in suspension of the programs and criminal prosecution when warranted.
4. Area and County Programs must appoint a Treasurer (subject to Class A volunteer requirements) whose job it is to ensure appropriate financial management. This Treasurer is required to complete SO Indiana financial training. **County Coordinators and Area Directors are not allowed to serve as the Treasurer. Furthermore, the County Coordinators or Area Directors cannot be members of the same household with the Treasurer.**
5. Area and County Programs are required to submit an annual budget as part of its Accreditation application each year, subject to the approval of the State Office, which projects revenues and expenses for the upcoming calendar year.
6. In a calendar year, Area and County Programs are expected to raise an amount of money at least equal to the total funds spent in that same calendar year. Revenue may exceed or be less than expenditures at any point during the year, but must be net zero, or greater, on Dec. 31 each year.
7. County Programs are expected to annually raise an amount commensurate to its projected expenses.
 - a. For County Programs with at least 50% of a year's expenses in reserve, funds raised in excess of the amount spent in any given year will be carried over to the following year (deferred). The amount that can be carried-over shall be no more than \$10,000.
 - b. For County Programs without at least 50% of a year's expenses in reserve, funds raised in excess of the amount spent in any given year will be placed in that County Program's reserve fund.
8. The carry-over calculation will be made after the SOiN books are closed on or about Feb. 28 of each year and communicated to counties by March 31 of each year. The funds will appear as a transfer of funds in the May financial report.
9. Programs raising funds between 95% and 99% of their annual expenditures will receive written notice and offered fundraising assistance by the State Office.
10. Programs raising funds less than 95% of their annual expenses will be placed on financial probation.
 - a. Programs considered by the State Office to be failing in their responsibility for raising sufficient annual funds [because of a significant shortfall (20%+) or repeated non-compliance] will be placed on cash-basis accounting, meaning credit card privileges are suspended and costs may be incurred only if their program has deposited sufficient funds during that calendar year. As a last resort, programs unable to provide the necessary financial support for their activities may be suspended from participation pending replacement of the management team.
11. Area and County Program consolidated reserve funds above the amount required for cash flow purposes will be invested according to the SOIN Investment Policy. Interest and/or dividends resulting from these investments will be retained in the SOIN investment account for the benefit of respective programs.
12. The State Office will coordinate a series of collaborative fundraising activities each year (e.g., Polar Plunge and Plane Pull) designed for shared participation by accredited Counties. Guidelines for revenue sharing percentages for collaborative events will be determined and communicated prior to event registration.
13. Accredited Area and County Programs are exempt from Indiana sales tax on items that are purchased for use or consumption in connection with the Special Olympics program, such as sports equipment or printing costs. To support your claim of tax exemption, provide the seller with a copy of the tax-exempt certificate. **The State Office will not reimburse for sales tax on purchases made and submitted for reimbursement.**

FINANCE & ACCOUNTING

14. County Programs shall not require payment of fees by athletes or their families for the athlete's participation in Special Olympics, including charges to register for or enroll in the program.
15. Reasonable allocation of funds for the training and recognition of volunteers and sponsors is considered an appropriate use of SO Indiana funds. Activities for athletes, families, volunteers, etc. that are not related to Special Olympics sports training or competition (such as social gatherings or trips) are questionable and must be referred to the State Office for approval.
16. Through the annual budgeting process, the Board of Directors shall approve registration (entry) fees for all State Office managed events.
17. Entry fees will be transferred from the Area and County accounts based on entries received by the deadline. The entry fee is non-refundable, except in the event of cancellation by the State Office because of weather or facility issues beyond the control of event organizers.
18. Area and County Programs shall follow SOIN policies regulating capital expenditures (purchases of \$1,500 or more and a useful life of more than one year). Area and County Programs are prohibited from purchasing any motorized vehicle, building, or land.
19. Area and County Programs are prohibited from using funds to hire full or part-time staff. With advance permission of the State Office, Area and County Programs may pay stipends (not to exceed \$599 per year) to volunteers who provide irreplaceable administrative support.
20. All donations received from the Knights of Columbus shall not be deposited locally but forwarded to the State Office upon receipt for deposit into the Summer Games Fund. These funds will be pooled to provide participating County Programs with a discount on Summer Games entry fees. The discount is calculated based on all funds received at any level of SOIN from the Knights of Columbus between April 1 and March 31 annually.

APPROPRIATE USE OF FUNDS

SOIN has the legal and ethical obligation to make sure funds raised in the name of Special Olympics are used in pursuit of the organization's mission — year-round sports training and competition for individuals with intellectual disabilities. Failure by any SOIN representative to follow the highest level of integrity in the use of donated funds shall be grounds for dismissal or other disciplinary action.

An independent auditing firm conducts an annual audit to ensure proper stewardship of funds donated to SOIN.

STATUS OF FUNDS WITHIN SO INDIANA

According to the General Rules of Special Olympics Inc., there is only one 501(c)(3) Special Olympics organization in Indiana. In that respect, all funds are technically (and for tax and legal purposes) governed by the State Office (budget, audit, investment, etc.).

THEFT OF FUNDS

In the event SOIN funds are used in an unauthorized manner for personal benefit, the State Office will follow the guidelines listed below:

1. All program records will be retrieved from the SOIN filing system, as well as all records from the local Fifth Third branch or, if applicable, the local bank account.
2. Either State Office staff or the current accounting firm representing the organization will review those records, depending on the seriousness of the situation.
3. If a minor problem exists, individual(s) in question will be given an opportunity to correct the error(s).
4. If, however, records show a deliberate effort to direct money for individual gain, the matter will be turned over to the Finance Committee of the Board of Directors.
5. The Finance Committee will recommend to the Board of Directors to either file charges with the county prosecutor or pursue other options.

TRANSFERRING AUTHORITY TO A NEW TREASURER

1. The State Office must be notified prior to the new appointment. The new Treasurer must submit a Change of Leadership Form.
2. The new Treasurer must complete the SOIN Financial Training provided by the Accounting Coordinator.
3. For programs with approved non-Fifth Third bank accounts, the Accounting Coordinator will initiate a new signature card and corporate resolution (if required). The Area Director or County Coordinator and new Treasurer will be required to provide their signature, at the bank, upon notification from the Accounting Coordinator.

FINANCE & ACCOUNTING

QUARTERLY REPORTING

On a quarterly basis, all programs will receive financial statements and transaction reports for the three (3) previous months from the State Office. Each program is responsible for reviewing such reports and validating accuracy of the information. Any questions are to be submitted to the Accounting Manager or Chief Financial Officer (CFO).

It is imperative that each program review these reports as there are a significant number of transactions that occur within SOIN and, although we strive for perfection, we cannot guarantee 100% accuracy and rely upon careful review and knowledge of transactions as a confirmation of accuracy.

AUDITED FINANCIAL STATEMENTS AND IRS FORM 990

The State Office secures the services of a certified public accounting firm to conduct an annual audit of all authorized programs and to prepare its annual filing with the IRS. The audited annual financial statements and Form 990 are available for public inspection. Individuals may request a copy of the annual financial statements by contacting the State Office at 317-328-2000 or at 6200 Technology Center Drive, Suite 105, Indianapolis, IN 46278. The service fee for each copy of the audited financial statements or Form 990 is \$1 for the cover and \$0.15 for each page, plus postage.

The audited financial statements and Form 990 are also available for public inspection at the State Office during our operating hours (8 a.m.-4:30 p.m., Monday-Thursday and 8 a.m.-noon on Friday). You may also access the Form 990 for SOIN at www.quidestar.org.

CONTACTING THE STATE OFFICE ACCOUNTING DEPARTMENT

All forms and questions should be sent to countyacctng@soindiana.org

BANK ACCOUNTS

All programs for which there is a local Fifth Third branch must have a depository account set up at its local Fifth Third branch. This procedure will be handled by the State Office. There shall be no other accounts established in any financial institution without the express written authority of the State Office. The establishment of a separate account is considered a violation of SOIN policy and will be strictly enforced.

NO FIFTH THIRD BRANCH IN AREA

In the event there is no local Fifth Third branch in your Area/County, the State Office will work with the Program to establish an approved non-Fifth Third bank account. The State Office Accounting Manager will initiate the account opening, signature card and corporate resolution (if required). The Area Director or County Coordinator and Treasurer will be required to provide their signature, at the bank, upon notification from the Accounting Coordinator. All bank accounts must also have the signature authority of the SO Indiana President/CEO.

On a monthly basis, each program will be required to forward a copy of their local bank statement to the State Office for reconciliation purposes. This statement must be forwarded immediately upon receipt and may be submitted by mail, fax or email. For these Area and County Programs, funds will be maintained at a level to avoid a service charge on the account. The remainder will be transferred, on a periodic basis, to the consolidated Fifth Third account.

EXPENDITURE OF FUNDS FROM LOCAL BANK ACCOUNT

Programs are prohibited from making any expenditures from its local bank account (including any Fifth Third account). This is considered a violation of policy.

RECEIPT OF FUNDS

- All cash receipts are to be deposited as soon as reasonably possible in to your local Fifth Third or approved non-Fifth Third account.
- All cash received must be accounted for and deposited and may not be used to pay expenses.
- For additional documentation required for donations see the Fundraising section.
- Programs must complete a Deposit Form for all deposits and attach the original or a copy of the deposit receipt provided by the bank. This documentation must be complete and provided to the State Office immediately upon deposit of funds. The form may be submitted by mail, fax or email but must always be accompanied by the deposit receipt with the register printout on it.
 - The deposit form is to include the following details:
 - Date cash/check received

FINANCE & ACCOUNTING

- Purpose of receipt (fundraiser, donation, etc.)
- From whom funds were received
- Receipt type (cash or check), if check include check date and check number
- Copy and include with the Deposit Form, checks received by any of the following:
 - Civic or Fraternal Organizations (e.g., Kiwanis, AmVets, Tri-Kappa, etc.)
 - Corporations (e.g., Wal-Mart, Target, etc.)
 - All checks \$250 or greater
- There are additional documentation requirements for IRS purposes. See the Fundraising section for additional information.
- Any deposit documentation not received within 30 days of deposit is considered delinquent.
- Areas and Local entities will not receive credit for any deposits/cash receipts until the above items have been received by the State Office.

CHECK REQUEST

Invoices for expenditures are to be sent to the State Office, attention: Accounting Manager, accompanied by a Check Request Form. Requests for reimbursement for expenditures are to be sent via mail, fax or email to the State Office and must include the following documentation:

- Check Request Form
- Original or copy of receipt(s) or paid invoice(s)

Any check request submitted that does not include the appropriate documentation (invoice/receipt) will not be paid until such documentation is received.

Programs are responsible for submitting invoices on a timely basis and will be responsible for any late fees incurred as a result of not doing so.

SALES TAX EXEMPTION ON PURCHASES

As an Indiana nonprofit corporation, all purchases made in Indiana for the benefit of SOIN are exempt from sales tax. Beginning in 2022, blanket form ST-105 for sales tax exemption is no longer applicable. Form NP-1 must be requested for each vendor. This form will be obtained by the State Office on your behalf. Please submit your request for a vendor NP-1 no later than 48 hours prior to when you will need it as that is the turnaround time with the state for providing each form.

The State Office does not reimburse for sales tax on purchases for which you did not make a reasonable attempt to obtain and present Form NP-1 to a vendor.

Please note that nonprofit organizations are not exempt from sales tax on meals and lodging.

TIME LIMIT FOR SUBMITTING EXPENSE REIMBURSEMENTS

All requests for expense reimbursement must be submitted within three (3) months of incurring the expense, except as noted at year-end. Any request for reimbursement submitted after this allotted time limit will not be reimbursed. All expense requests must be submitted within 30 days of year-end.

TRAVEL EXPENSES

Programs may reimburse their volunteers at the current standard mileage rate issued by the Internal Revenue Service (contact the State Office for the current rate or go to www.irs.gov) for travel to official meetings, training programs, and competitions. Requests for mileage reimbursement must be pre-approved by the person in charge of the program and submitted on a Travel Expense Form. This form is then submitted to the State Office accompanied by the Check Request Form. The State Office will review and verify mileage claims.

VOLUNTEER MILEAGE

Volunteers using private vehicles for Special Olympics activities may be credited with an in-kind contribution for mileage up to the limit allowed by the Internal Revenue Service (please contact your personal accountant for additional information regarding the tax deduction allowed). No excess reimbursement will be granted by SOIN.

SO INDIANA CREDIT CARD

County Coordinators and Area Directors may request a credit card from the State Office for use solely for qualified Special Olympics expenditures. In the event the card is used for purposes other than for Special Olympics, the State Office will immediately cancel the card and seek reimbursement for such expenditures. Please notify the State Office

FINANCE & ACCOUNTING

immediately if the card is lost or stolen, and it will be immediately cancelled.

The State Office will establish an appropriate credit limit for each card. In the event a program's reserve funds are \$0 or negative, the card will be suspended until such reserve is replenished.

Card users are required to submit a Credit Card Expense Report upon use of such card. All credit card receipts must be submitted to the State Office (either via email or mail) by the 15th of the month following the credit card statement date (example: by Aug. 15 for June 28-July 27 charges). Failure to comply will result in the suspension of the user's card.

PURCHASE OF CAPITAL ASSETS

SOIN's policy is to capitalize (versus expense) any items purchased that have a value of \$1,500 or more and a useful life of more than one year. Purchases of capital assets (computers, etc.), must be pre-approved in writing by the President & CEO of SO Indiana.

OWNERSHIP OF ASSETS

All capital assets remain the property of the Special Olympics organization. If a program ceases to exist, all capital assets will be turned over to SOIN, which will determine at its sole discretion the most appropriate disposition of such assets.

INSURANCE COVERAGE

Each Area or County Program is responsible for maintaining the necessary insurance on their capital assets.

DEPRECIATION

For those programs that have any capital assets the State Office will record depreciation on an annual basis. As such, when such items are purchased, your cash will be reduced by the appropriate amount, but there will not be a corresponding expense. The asset will be expensed over time, which is considered to be the "life" of the asset. Standard IRS "lives" are used for depreciation purposes. For example, a computer will be depreciated over three (3) years. Instead of seeing a \$3,000 expense when you purchase the asset, you will see the expense as a depreciation expense in the amount of \$1,000 annually for three (3) years.

DISPOSAL OF ASSETS

In the event you dispose of an asset or an asset ceases to be utilized in Special Olympics operations, please inform the State Office immediately in writing so that we may appropriately account for it. Please provide the State Office the following information for any disposition:

- Date of disposal
- Method of disposal (discarded, traded-in, sold, lost, stolen, other)
- If sold, amount of revenue received
- If traded in, identify asset received in trade

PROPERTY TAXES

All capital assets owned by SOIN (State, Area or County) require an annual filing with the local county government. The State Office files all necessary property tax documentation for programs. However, the State Office needs to know when such filing either is necessary or is no longer necessary. Thus, it is imperative that the State Office is informed on a timely basis of any additions or disposals. If you receive any notifications from your County Assessor, forward it to the State Office immediately. The State Office will respond to any requests or file all necessary paperwork.

ANNUAL REVIEW OF ASSET LISTING

On an annual basis, the State Office will forward to each Area Director or County Coordinator a list of all assets currently on the SOIN records for review to ensure all updates have been appropriately reflected.

FEES FOR STATE COMPETITIONS

Fees for the state competitions shall include the total cost of the Special Olympics program. These fees will be deducted from the County accounts. The fees will cover the cost of participants entering the state competitions.

SALE OF SOUVENIRS

Effective July 1, 2022, all sales of tangible items by nonprofit organizations are subject to sales tax. The state office will calculate the amount of sales tax to be remitted to the State of Indiana based on total cash receipt of these sales. For additional information, please contact the CFO Karen Kennelly at kkennelly@soindiana.org.

FINANCE & ACCOUNTING

RECEIVING FUNDS BY CREDIT CARD

The state office has an account with Intuit to take credit card payments from donors. This is available to counties on a per-event basis. Use of the Intuit account is available upon request at least one week in advance of the scheduled event by contacting the Accounting Manager, LaToya Scott at lscott@soindiana.org. Counties are precluded from setting up their own separate account with any provider.

NO CASH PRIZES

SOIN prohibits the use of funds donated to Special Olympics for cash prizes as awards for participation in a fundraising event (e.g. golf outing). It is appropriate to provide promotional items or merchandise certificates for participants within expense guidelines. With pre-approval of the State Office, vouchers for prize checks may be provided by SOIN when necessary documentation is received following an event.

Request for Taxpayer Identification Number and Certification

**Give Form to the
 requester. Do not
 send to the IRS.**

▶ Go to www.irs.gov/FormW9 for instructions and the latest information.

Print or type. See Specific Instructions on page 3.	<p>1 Name (as shown on your income tax return). Name is required on this line. Do not leave this line blank. Indiana Special Olympics, Inc.</p> <p>2 Business name/disregarded entity name, if different from above</p>	
	<p>3 Check appropriate box for federal tax classification of the person whose name is entered on line 1. Check only one of the following seven boxes.</p> <p> <input type="checkbox"/> Individual/sole proprietor or single-member LLC <input checked="" type="checkbox"/> C Corporation <input type="checkbox"/> S Corporation <input type="checkbox"/> Partnership <input type="checkbox"/> Trust/estate <input type="checkbox"/> Limited liability company. Enter the tax classification (C= C corporation, S= S corporation, P= Partnership) ▶ _____ Note: Check the appropriate box in the line above for the tax classification of the single-member owner. Do not check LLC if the LLC is classified as a single-member LLC that is disregarded from the owner unless the owner of the LLC is another LLC that is not disregarded from the owner for U.S. federal tax purposes. Otherwise, a single-member LLC that is disregarded from the owner should check the appropriate box for the tax classification of its owner. <input type="checkbox"/> Other (see instructions) ▶ _____ </p>	<p>4 Exemptions (codes apply only to certain entities, not individuals; see instructions on page 3):</p> <p>Exempt payee code (if any) _____</p> <p>Exemption from FATCA reporting code (if any) _____</p> <p><small>Applies to accounts maintained outside the U.S.</small></p>
	<p>5 Address (number, street, and apt. or suite no.) See instructions. 6200 Technology Center Drive, Suite 105</p> <p>6 City, state, and ZIP code Indianapolis, Indiana 46278</p>	<p>Requester's name and address (optional)</p>
	<p>7 List account number(s) here (optional)</p>	

Part I Taxpayer Identification Number (TIN)

Enter your TIN in the appropriate box. The TIN provided must match the name given on line 1 to avoid backup withholding. For individuals, this is generally your social security number (SSN). However, for a resident alien, sole proprietor, or disregarded entity, see the instructions for Part I, later. For other entities, it is your employer identification number (EIN). If you do not have a number, see *How to get a TIN*, later.

Note: If the account is in more than one name, see the instructions for line 1. Also see *What Name and Number To Give the Requester* for guidelines on whose number to enter.

Social security number										
OR										
Employer identification number										
3	5		1	2	6	2	5	7	4	

Part II Certification

Under penalties of perjury, I certify that:

- The number shown on this form is my correct taxpayer identification number (or I am waiting for a number to be issued to me); and
- I am not **subject to backup withholding** because: (a) I am exempt from backup withholding, or (b) I have not been notified by the Internal Revenue Service (IRS) that I am **subject to backup withholding** as a result of a failure to report all interest or dividends, or (c) the IRS has notified me that I am no longer subject to backup withholding; and
- I am a U.S. citizen or other U.S. person (defined below); and
- The FATCA code(s) entered on this form (if any) indicating that I am exempt from FATCA reporting is correct.

Certification instructions. You must cross out item 2 above if you have been notified by the IRS that you are currently subject to backup withholding because you have failed to report all interest and dividends on your tax return. For real estate transactions, item 2 does not apply. For mortgage interest paid, acquisition or abandonment of secured property, cancellation of debt, contributions to an individual retirement arrangement (IRA), and generally, payments other than interest and dividends, you are not required to sign the certification, but you must provide your correct TIN. See the instructions for Part II, later.

Sign Here	Signature of U.S. person ▶	Date ▶ 01/01/2024
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General Instructions

Section references are to the Internal Revenue Code unless otherwise noted.

Future developments. For the latest information about developments related to Form W-9 and its instructions, such as legislation enacted after they were published, go to www.irs.gov/FormW9.

Purpose of Form

An individual or entity (Form W-9 requester) who is required to file an information return with the IRS must obtain your correct taxpayer identification number (TIN) which may be your social security number (SSN), individual taxpayer identification number (ITIN), adoption taxpayer identification number (ATIN), or employer identification number (EIN), to report on an information return the amount paid to you, or other amount reportable on an information return. Examples of information returns include, but are not limited to, the following.

- Form 1099-INT (interest earned or paid)
- Form 1099-DIV (dividends, including those from stocks or mutual funds)
- Form 1099-MISC (various types of income, prizes, awards, or gross proceeds)
- Form 1099-B (stock or mutual fund sales and certain other transactions by brokers)
- Form 1099-S (proceeds from real estate transactions)
- Form 1099-K (merchant card and third party network transactions)
- Form 1098 (home mortgage interest), 1098-E (student loan interest), 1098-T (tuition)
- Form 1099-C (canceled debt)
- Form 1099-A (acquisition or abandonment of secured property)

Use Form W-9 only if you are a U.S. person (including a resident alien), to provide your correct TIN.

If you do not return Form W-9 to the requester with a TIN, you might be subject to backup withholding. See *What is backup withholding*, later.



REGISTERED RETAIL MERCHANT CERTIFICATE

INDIANA DEPARTMENT OF REVENUE
100 N SENATE AVE
INDIANAPOLIS IN 46204-2253
(317) 232-2240

INDIANA SPECIAL OLYMPICS INCORPORATED
6200 TECHNOLOGY DRIVE
INDIANAPOLIS IN 46273

FEIN 35-1262574
LOC ID 0002039893-001
ISSUED **June 01, 2022**
EXPIRES **June 30, 2024**

IS AUTHORIZED TO COLLECT INDIANA RETAIL SALES TAX AT THE ADDRESS ABOVE IF DIFFERENT FROM BELOW.

THIS LICENSE:
IS NOT TRANSFERRABLE TO ANY OTHER PERSON.
IS NOT SUBJECT TO REBATE.
IS VOID IF ALTERED.



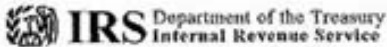
FINANCE DEPARTMENT
INDIANA SPECIAL OLYMPICS INCORPORATED
6200 TECHNOLOGY CENTER DR # 105
INDIANAPOLIS IN 46278-6003

COMMISSIONER

MUST BE DISPLAYED BY MERCHANT IN THE LOCATION SHOWN

----- (Cut or Fold Here) -----

INDIANASPECIALOLYMPICS.COM



Department of the Treasury
Internal Revenue Service

P.O. Box 2508, Room 4010
Cincinnati OH 45201

In reply refer to: 4077556534
June 04, 2015 LTR 4168C 0
35-1262574 000000 00

00032690
BODC: TE

INDIANA SPECIAL OLYMPICS INC
6200 TECHNOLOGY CENTER DRIVE STE 10
INDIANAPOLIS IN 46278-6003



021678

Employer Identification Number: 35-1262574
Person to Contact: S LENARD
Toll Free Telephone Number: 1-877-829-5500

Dear Taxpayer:

This is in response to your May 13, 2015, request for information regarding your tax-exempt status.

Our records indicate that you were recognized as exempt under section 501(c)(03) of the Internal Revenue Code in a determination letter issued in May 1972.

Our records also indicate that you are not a private foundation within the meaning of section 509(a) of the Code because you are described in section(s) 509(a)(1) and 170(b)(1)(A)(vi).

Donors may deduct contributions to you as provided in section 170 of the Code. Bequests, legacies, devises, transfers, or gifts to you or for your use are deductible for Federal estate and gift tax purposes if they meet the applicable provisions of sections 2055, 2106, and 2522 of the Code.

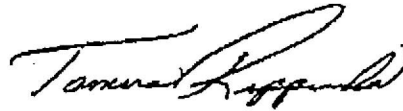
Please refer to our website www.irs.gov/eo for information regarding filing requirements. Specifically, section 6033(j) of the Code provides that failure to file an annual information return for three consecutive years results in revocation of tax-exempt status as of the filing due date of the third return for organizations required to file. We will publish a list of organizations whose tax-exempt status was revoked under section 6033(j) of the Code on our website beginning in early 2011.

4077556534
June 04, 2015 LTR 4168C 0
35-1262574 000000 00
00032691

INDIANA SPECIAL OLYMPICS INC
6200 TECHNOLOGY CENTER DRIVE STE 10
INDIANAPOLIS IN 46278-6003

If you have any questions, please call us at the telephone number
shown in the heading of this letter.

Sincerely yours,



Tamera Ripperda
Director, Exempt Organizations

INSURANCE

This summary of insurance is intended as an outline of your insurance program. Exact terms and conditions are contained in the policies.

COMMERCIAL GENERAL LIABILITY

Insurer: Philadelphia Insurance Company

This policy protects Special Olympics organizations, registered athletes, and registered volunteers from claims of bodily injury, property damage, and personal injury due to their alleged negligence during the conduct of a Special Olympics activity. Negligence must be proven for there to be an obligation to pay a loss under this policy. In addition, the general liability policy has been endorsed to provide coverage for losses resulting from damage to property in the care, custody, or control of Special Olympics, excluding watercraft, aircraft, and autos. The loss must occur during a Special Olympics conducted/sponsored event. The limit of liability is subject to a deductible per loss.

Liquor Liability can be added upon underwriting acceptance approval only by endorsement for an additional premium.

NON-OWNED AND HIRED AUTOMOBILIE LIABILITY

Insurer: Philadelphia Insurance Company

This policy provides protection to Special Olympics organizations and registered volunteers for LIABILITY CLAIMS arising as a direct result of the use of a non-owned or hired automobile. In order for coverage to be effective, the vehicle must be used for Special Olympics business and driven by a registered volunteer or athlete whose name is on file (registered) with Special Olympics and has a valid Driver's License and proof of insurance with at least the state minimum requirements. Contact the State Office for updated Limits of coverage.

HIRED AUTOMOBILE PHYSICAL DAMAGE

Description of Coverage: Coverage is provided for physical damage claims arising as a direct result of the use of a "commercially rented" vehicle by a Special Olympics employee, or registered volunteer for Special Olympics' business with Special Olympics' permission.

A vehicle is considered "commercially rented" if it is:

- a. Obtained from an entity whose primary commercial purpose is renting vehicles for profit;
- b. A specific rental charge is made; and
- c. A rental contract is executed between the rental establishment and Special Olympics with respect to the particular vehicle.

Please note that there is NO COVERAGE for the use of school buses under the Special Olympics Corporate Insurance Plan (with the exception of liability coverage under certain circumstances). Regardless of whether there is payment rendered for the use of a school bus, there is no property damage coverage.

If you will be using a school bus for Special Olympics activities, it must be understood between the two parties that the school corporation's insurance is the only coverage in place. Also, a bus driver employed/insured by the school corporation MUST be used in conjunction with the transportation agreement; NO Special Olympics volunteer/representative may drive the bus regardless of their certification.

UMBRELLA LIABILITY

Insurer: Philadelphia Insurance Company

This policy provides protection in excess of scheduled underlying SOCIP policies for all U.S. Programs and SOI. Contact the State Office for updated Limits of coverage.

Restriction: Coverage is subject to the terms and conditions of the respective underlying policies.

PARTICIPANT EXCESS ACCIDENT INSURANCE

Insurer: Mutual of Omaha

This coverage responds when a Covered Accident has occurred during a Covered Event or during Covered Travel to and from a Covered Event. This is an accident medical policy, not a sickness or illness medical policy. This coverage is excess (secondary) over any valid and collectible coverage that the injured participant may have.

Contact the State Office for updated Limits or questions on coverage.

STORAGE OF SOIN EQUIPMENT

Areas and Counties are encouraged to utilize an outside storage unit for storage of SOIN equipment versus storing any items at their home. Each Area and County is responsible for obtaining insurance coverage for all SOIN equipment stored either at an outside storage unit, at their home, or at any other location. Any SOIN equipment lost or stolen is the responsibility of the respective area or county.



CERTIFICATE OF LIABILITY INSURANCE

DATE (MM/DD/YYYY)
12/21/2018

THIS CERTIFICATE IS ISSUED AS A MATTER OF INFORMATION ONLY AND CONFERS NO RIGHTS UPON THE CERTIFICATE HOLDER. THIS CERTIFICATE DOES NOT AFFIRMATIVELY OR NEGATIVELY AMEND, EXTEND OR ALTER THE COVERAGE AFFORDED BY THE POLICIES BELOW. THIS CERTIFICATE OF INSURANCE DOES NOT CONSTITUTE A CONTRACT BETWEEN THE ISSUING INSURER(S), AUTHORIZED REPRESENTATIVE OR PRODUCER, AND THE CERTIFICATE HOLDER.

IMPORTANT: If the certificate holder is an ADDITIONAL INSURED, the policy(ies) must have ADDITIONAL INSURED provisions or be endorsed. IF SUBROGATION IS WAIVED, subject to the terms and conditions of the policy, certain policies may require an endorsement. A statement on this certificate does not confer rights to the certificate holder in lieu of such endorsement(s).

PRODUCER American Specialty Insurance & Risk Services, Inc. 7609 W. Jefferson Blvd., Suite 100 Fort Wayne IN 46804		CONTACT NAME: PHONE (A/C No. Ext): 260-969-5203 FAX: 260-969-4729 E-MAIL: ADDRESS:	
INSURED Special Olympics, Inc. 1133 19th Street NW Washington DC 20036		INSURER(S) AND COVERAGE INSURER A: Philadelphia Specialty Insurance Company NAIC #: 18058 INSURER B: INSURER C: INSURER D: INSURER E: INSURER F:	

COVERAGES CERTIFICATE NUMBER: 1622035 REVISION NUMBER:


THIS IS TO CERTIFY THAT THE POLICIES OF INSURANCE LISTED BELOW HAVE BEEN ISSUED TO THE INSURED NAMED ABOVE FOR THE POLICY PERIOD INDICATED. NOTWITHSTANDING ANY REQUIREMENT, TERM OR CONDITION OF ANY CONTRACT OR OTHER DOCUMENT, THIS CERTIFICATE IS SUBJECT TO WHICH THIS CERTIFICATE MAY BE ISSUED. THIS CERTIFICATE IS NOT AN INSURANCE CONTRACT. THE POLICIES DESCRIBED HEREIN ARE SUBJECT TO ALL THE TERMS, EXCLUSIONS AND CONDITIONS OF SUCH POLICIES. LIMITS SHOWN MAY HAVE BEEN REDUCED BY PAID CLAIMS.

INSR LTR	TYPE	INSURANCE	ADDL SUBR	PHPK	INSR	EXPIR	RENEW	LIMITS
A	COMM	LIABILITY		PHPK19	12/31/2018	12/31/2019		EACH OCCURRENCE \$ 1,000,000 DAMAGE TO RENTED PREMISES (Ex occurrence) \$ 1,000,000 MED EXP (Any one person) \$ Excluded PERSONAL & ADV INJURY \$ 1,000,000 GENERAL AGGREGATE \$ 5,000,000 PRODUCTS - COMPOP AGG \$ 1,000,000
A	COMB	AUTOMOBILE LIABILITY		PHPK1921784	12/31/2018	12/31/2019		COMBINED SINGLE LIMIT (Ex accident) \$ BODILY INJURY (Per person) \$ BODILY INJURY (Per accident) \$ PROPERTY DAMAGE (Per accident) \$ NON-OWNED/HIRER AUTO \$ 1,000,000
	UMBR	UMBRELLA LIAB						EACH OCCURRENCE \$
	EXCESS	EXCESS LIAB						AGGREGATE \$
	WC	WORKERS COMPENSATION AND EMPLOYERS' LIABILITY						PER STATUTE \$ OTHER \$ E.L. EACH ACCIDENT \$ E.L. DISEASE - EA EMPLOYEE \$ E.L. DISEASE - POLICY LIMIT \$

DESCRIPTION OF OPERATIONS / LOCATIONS / VEHICLES (ACORD 101, Additional Remarks Schedule, may be attached if more space is required)

- Coverage applies to the following: SPECIAL OLYMPICS INDIANA, 6200 TECHNOLOGY CENTER DRIVE, SUITE 105, INDIANAPOLIS, IN 46278.

- Named Insured (cont'd): All Special Olympics Accredited U.S. Programs

CERTIFICATE HOLDER SPECIAL OLYMPICS INDIANA 6200 TECHNOLOGY CENTER DRIVE, SUITE 105 INDIANAPOLIS IN 46278	CANCELLATION SHOULD ANY OF THE ABOVE DESCRIBED POLICIES BE CANCELLED BEFORE THE EXPIRATION DATE THEREOF, NOTICE WILL BE DELIVERED IN ACCORDANCE WITH THE POLICY PROVISIONS. AUTHORIZED REPRESENTATIVE 
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FUNDRAISING

FUNDRAISING EVENT APPROVAL

An Event Application, with accompanying materials (artwork, designs, ad copy, etc.), must be sent to the State Office at least 30 days prior to the start of any fundraising project or event. Contracts or agreements for State Office signatures should accompany the application. The State Office will review the Event Application and work with the Area or County Program to ensure the development of an effective, legal, and profitable fundraising project. Only 30 percent or less of income generated annually should be spent for costs incurred to raise funds.

REPORTING FUNDRAISING

Area and County Programs raising money must report fundraising expenses and income through the consolidated accounting system. See the example of the Deposit Form to be utilized, as well as the Check Request Form.

PROHIBITION OF FEES

County Programs shall not require payment of fees by athletes or their families for the athlete's participation in Special Olympics, including charges to register or enroll for the program.

TOBACCO AND ALCOHOL

No Accredited Special Olympics Program shall allow the manufacturer or distributor of a tobacco product, alcoholic beverage, or non-alcoholic beer to connect (publicly or visibly) the name or trademark of the product with Special Olympics in any way.

COMMERCIAL MESSAGES

No advertising, other than normal commercial markings found on retail goods, is permitted on equipment used in Special Olympics Games, or on the uniforms or numbers worn by athletes, coaches, or officials.

DONATION VS. SPONSORSHIP

When a corporation or other organization provides financial support for a Special Olympics fundraiser or competition conducted by an Accredited Program, that corporation or organization may receive "benefits" in consideration for their support further defining them as a sponsor versus donor. A sponsorship is defined by the State Office as, "a mutually beneficial business arrangement between SOIN and a third party, wherein the third party provides cash and/or in-kind services in exchange for prescribed benefits outlined in a written sponsorship agreement covering a specified period of time." Benefits are goods or services with a monetary value, and could include, but are not limited to the following: free items or goods; complimentary tickets to a dinner event; complimentary foursome for a golf outing; or other complimentary fee which is waived in consideration for a contribution. A portion of the sponsorship amount provided may be considered a charitable donation (defined below), and therefore tax-deductible. This is the amount of the sponsorship contribution, less the benefit value received by the sponsor.

A donation is a contribution of money, goods or services which is given to a not-for-profit in which no goods or services are provided in consideration of a gift. Recognition and acknowledgement strategies of donations may include some minimal valued benefits but are not provided in consideration for the donation. For more information, or for questions regarding donations vs. sponsorships, contact the State Office.

GAMES/EVENT SPONSORSHIPS

When a corporation or other organization provides financial support for a Special Olympics fundraiser or competition conducted by an Accredited Program, that corporation or organization may describe itself, and/or may be listed in signage, publicity, and promotional materials, only as a "sponsor" of the Special Olympics event. To protect the ownership and integrity of the Special Olympics name and proprietary symbols, contact the State Office before utilizing organizational or product names in the title or name of the event. Additionally, sponsors may never include their corporate, organizational or product names in the title or name of the event. For example, if XYZ Company is the sponsor of an Accredited Program's Basketball Tournament, the event shall NOT be named or described as the XYZ Company's Special Olympics Basketball Tournament.

RAFFLES, BINGO, OR OTHER GAMING

The State of Indiana has strict guidelines and gaming laws concerning the use of raffles or bingo events as fundraisers, making it illegal to conduct such without a license. SOIN's policy is that no raffles, bingo, or other gaming activities are to be held other than those organized by the State Office.

FUNDRAISING

DIRECT MAIL FUNDRAISING

An Area or County Program may not conduct a direct mail campaign to acquire contributions. Any program wishing to conduct a special fundraising project involving a mailing, before making any commitment to the project, shall provide SOIN with a written, detailed description of the project at least 30 days prior to the launch date.

REVENUE SHARING

These guidelines apply to special events and corporate partnerships. The intent is to encourage all programs to think strategically about situations where all levels of SOIN can do better working together, rather than separately.

100 percent of the revenue remains with the State or County Program when any event sponsorship is established and managed entirely by that program. The key principles in implementing a revenue share model are:

1. SOIN does better by working together than by “going it alone”.
2. Working together maximizes resources for all of SOIN.
3. SOIN will always work to ensure all parties “remain whole” (i.e., nobody “loses” by bringing forward an opportunity for the greater good).

Listed below are the basic models for revenue sharing. Revenue share for any event or project outside these basic models can be adjusted based on mutual consent of the County Coordinator and CEO of SOIN. Shared revenue distributions will be made once financials for an event are complete.

SPECIAL EVENTS

Polar Plunge <i>(Saturday/Sunday plunges only)</i>	
<i>County Programs</i>	50/50 split on total dollars raised by individual plungers recruited by County Programs and registered in advance of the Plunge date.
<i>County Bonus</i>	Counties that raise their plunge goal (25% of previous year's expenses or \$1,000 whichever is greater) receive 60% of total dollars raised by plungers. County goal will be raised to 35% of county expenses in the 2026 Plunge season to adjust for Plunge event expenses.
Third Party <i>(Organized by an outside group to benefit SO Indiana (e.g. 5K Run, Bowlathon, Fire Truck Pull, etc.))</i>	
	If the County Program supports the fundraising event by participating in demonstration events, donor recognition, or event planning the County Program may be eligible to receive 10% of the amount donated.



SPONSORSHIPS

STATE OFFICE FUNDRAISING PROJECTS

Accredited Area and County Programs with consolidated accounts are given the opportunity to participate in State Office fundraising projects for a portion of the proceeds generated locally. These projects include the Polar Plunge and the Run Unified Relay.

Knights of Columbus	
	100% returned to County Programs in the form of a discount on Summer Games entry fees for all Counties who have a Knights of Columbus Council donate (<i>excludes 4 "grandfathered" Counties</i>).
Corporate Sponsorships	
	County Program that originates a state sponsorship of \$10,000 or more receives 50% of total in first year and 10% of any annual sustaining sponsorship dollars.



“PG-12” rated event. Children under the age of 12 are prohibited from plunging. Parents should use discretion in bringing children, who are under 12, to the event.

The Plane Pull Challenge is a “G” rated event — suitable for all ages.

Area and County Programs are not permitted to conduct their own fundraising activities during state competitions or fundraising events. This same restriction applies to outside charities or organizations.

FUNDRAISING

SPECIAL EVENTS INTENT TO PARTICIPATE

The County Revenue Share Program is to benefit the State, Area, and County Programs. It is the hope of SOIN that County Programs embrace working together in the spirit - "The bigger the pie, the bigger everyone's piece." Each County has an established goal determined by 25% of the previous year's operating expenses.

To register your Plunge team for the 2024 Plunge season, please complete the following steps:

- A. Complete and submit the Polar Plunge Intent to Participate Form. This form will let the State Office know your program is planning to participate. Instructions and the link will be sent to you from our Regional Manager.
 - On this form, you will designate your Plunge coordinator, your Plunge location and your team nickname.
- B. SOIN will create your county team fundraising page and send the official link back to the Plunge coordinator for distribution to your participants. If by chance a team was already created, please enter that information on your intent form.
 - This is part of our agreement that your team page represents only those new participants that have not participated before or those participants that have been on your past roster.
 - Team members should be personally recruited, communicated with throughout the plunge season and sent a thank you after the event.

To register your Plane Pull team for the 2024 Plane Pull Challenge, please complete the following steps:

- A. Email Scott Furnish (sfurnish@soindiana.org) with the State Office by Monday, July 1 that your County would like to enter a team for the Plane Pull Challenge. In this email, simply designate your Team Captain and email and your team nickname.
- B. SOIN will create your county team fundraising page and send the official link back to your Team Captain for distribution to your participants.
- C. Upon completion of the Plane Pull Challenge, County teams that participate will receive 50% of their online and offline fundraising. This will be an electronic transfer.

FUNDRAISING FOR THE BENEFIT OF SPECIAL OLYMPICS ONLY

Fundraising events organized by the State Office, as well as by Area and County Programs, are for the benefit of Special Olympics only. Special Olympics resources (including, but not limited to, its name, logo, equipment, training materials, and supplies) should not be used to enhance other organizations fundraising, without the prior approval of the State Office.

KNIGHTS OF COLUMBUS SUMMER GAMES FUND

All funds donated by the Knights of Columbus to SOIN (at any level of the organization) will be transferred to the Summer Games Fund. The total amount in this fund as of March 31 each year will create a dollar-for-dollar discount for each Summer Games entrant. All donations must be sent to the State Office for deposit. Only County Programs participating in the Knights of Columbus sponsorship will receive a Summer Games discount

ONLINE FUNDRAISING

A program may not conduct electronic fundraising except through the SOIN website. All online fundraising is part of the revenue-sharing program.

ONLINE DONATIONS

SOIN has a collaborative agreement with Special Olympics Inc. for digital, direct mail and online campaigns. If you have a local donor who gives a gift to SOIN through the website, it is not possible to request 100% of the gift be given to the local program unless the donation is from a SOIN Board Member or intended as a Peer-to-Peer fundraising gift for Polar Plunge or Plane Pull.

Exceptions should be rare, for example a misrouted gift from a Board Member or Peer-to-Peer donation. An existing relationship with a donor is not justification for an exception, unless you have actively cultivated the donor for a gift directly to your Program and the gift in question represents an upgrade over-and-above what the donor has historically given through IDMP/CDMP. Additionally, tribute gifts (or In Honor of/In Memorial of giving) do not qualify as an

FUNDRAISING

exception. Gifts given as a tribute to “Special Olympics” or “Special Olympics PROGRAM/AREA” are considered a shared general donation under the IDMP contract.

CONTRACTUAL AGREEMENTS FOR FUNDRAISING

Area and County Programs, and their leadership, are not authorized to enter into any agreement to raise funds or solicit contributions without State Office approval through the Event Application.

FUNDRAISING BOUNDARIES

The geographic boundaries of each respective Area and County Program must be honored whenever fundraising occurs through any means. At no time may a program solicit from an out-of-state company.

UNITED WAY AFFILIATION

An Area or County Program may not participate in United Way campaigns and cannot be an affiliate or a member of a local United Way.

ACKNOWLEDGEMENT OF DONORS

While best practices in fundraising suggest that acknowledgement of donations regardless of size is important in developing a fundraising program, Area and County Programs receiving a donation of \$250 or more must, by law, provide a thank-you letter within 2-4 weeks that includes the following:

1. Specific amount of contribution;
2. Information about what the donation will support; and
3. This statement: "Charitable gifts to Special Olympics Indiana, Inc. are tax-deductible to the extent provided by law. No goods or services were received in consideration of this contribution."
 - This statement can appear anywhere in the body of the letter or even at the bottom of the page, beneath your signature.
 - NOTE: This acknowledgment statement, is not applicable to a sponsorship, as goods or services are received in consideration of the contribution. (See Donation vs. Sponsorship section for more information).

For documentation and recognition purposes, a copy of the letter must be included with the Deposit Form, which also is required to be submitted to the State Office.

THIRD PARTY EVENTS:

FUNDRAISING BY OTHER ORGANIZATIONS FOR THE BENEFIT OF SPECIAL OLYMPICS

Organizations and companies wishing to conduct fundraising on behalf of Special Olympics must first obtain the specific authority to use the name Special Olympics from the State Office. No organization shall use the Special Olympics name or marks in association with any fundraising campaign being conducted by a professional solicitor without prior approval by SOIN President & CEO.

LAW ENFORCEMENT TORCH RUN (LETR)

Law enforcement officers from across Indiana participate in the LETR program. Area and County Programs are encouraged to recommend to the State Office any officers who may be interested in raising awareness and funds. Officers will be provided with the necessary forms, local Special Olympics contacts, and support through this process. LETR fundraisers are not part of the County revenue-sharing program, unless otherwise indicated by the State Office.

DOCUMENTATION OF DONATED GOODS OR SERVICES

An In-Kind Gift Receipt Form must be completed and signed by the donor of the goods or services (not by a SOIN employee or volunteer). All donated goods and services are to be recorded at the fair market value that is documented and provided by the donor. Fair market value, according to IRS guidelines, should be established on a measurable basis (i.e., standard rent for a facility, advertised cost of equipment, posted price for food and beverage by the vendor, etc.).

WHAT IS CONSIDERED A DONATED GOOD OR SERVICE?

An in-kind donation of goods or services will be accepted only after the appropriate SOIN staff approves the donation. Programs should only accept donated goods or services that would otherwise require approved cash budget expenditures.

Items considered “in-kind contributions”

Items not considered “in-kind contributions”

FUNDRAISING

- Cost-free use of a facility
- Contributions of food for athletes
- T-shirts from a sporting goods store
- Physicians giving a free medical exam
- Use of vehicle for transportation of athletes
- Physician volunteering as a timer
- Use of basketballs for a day
- Promotional key chains

These lists are not comprehensive and represent examples only.

NOTE: Once it is determined that an in-kind contribution has been made, approval granted, and documentation received, the full value of the goods or services will be recognized as an in-kind contribution.

IN-KIND ITEMS FOR FUNDRAISING EVENTS (e.g. Items for a Silent Auction)

Donated goods or services to be auctioned for fundraising purposes are to follow the in-kind donation process. Often, the fundraising event may have separate in-kind donation forms specific to the event. This is acceptable.

DISCOUNTS

Discounts considered for in-kind donation are those granted as a result of a vendor's specific recognition and support of SOIN only.

- Example: "SOIN receives a 50% discount on any order."
- Example: "We'll sell you the item at our wholesale price, not regular retail."

Discounts not considered as an in-kind donation are those that result from volume purchases, or that are offered as a standard pricing package or business practice to any customer or client.

- Example: "Our customers receive a 50% discount if 500 or more t-shirts are ordered."
- Example: "Storage fee is \$50 a month. If you sign up for a year, one month is free."
- Example: "Our packages include 20 rooms — 10% discount, 40 rooms - 20% discount."

DONATED PROFESSIONAL FEES

Professional fees considered as in-kind donations are those normally charged by a professional trained (and licensed, if applicable) in that profession for which they is providing services but are waived by the professional service provider. This is not a comprehensive list examples (of those services for which there is a DIRECT relationship to the profession of the donor may be considered in-kind contributions): accountant, architect, carpenter, doctor, electrician, lawyer, nurse, plumber, officially licensed referee, teacher, professional coach, and other professionals and craftsmen.

- Example: "a doctor coordinating the Healthy Athletes screening area."
- Example: "an attorney drafting the rental agreement contract for a venue."

Professional fees not considered for in-kind donation are those where a service is provided, but the service is NOT in direct relation to the profession of the donor.

- Example: "a doctor volunteering to escort athletes at track & field."
- Example: "a business manager serving lunches at the cafeteria."

FUNDRAISING

PROTECTED CORPORATE AND ORGANIZATIONAL CONTACTS

The following is a list of businesses that are current and or prospective SOIN supporters through the state office. Area and County leadership must contact the State Office before approaching these entities for a donation, so the company only receives one "Knock of the Door."

You are encouraged to check with the State Office before approaching support from organizations with which you do not have a previous relationship. If you have any questions, please contact Kelly Ries at kries@soindiana.org.

- AAR Aircraft Services
- Ackerman Foundation
- Acura Pharmaceuticals, Inc.
- All Track, Inc.
- Allegion
- Alpha Gamma Delta
- Alpha Sigma Alpha Sorority
- Alpha Sigma Alpha Foundation
- American Family Insurance
- American Family Mutual Insurance Company
- Anthem Associate Giving Campaign
- Anthem Blue Cross & Blue Shield
- Anthem Blue Cross and Blue Shield Foundation Inc
- Anthem Blue Cross Blue Shield
- Anthem Dollars for Doers
- Attero Tech, LLC
- Ball Brothers Foundation
- Bank of America
- Batesville Chrysler Dodge Jeep
- Bingham Greenebaum Doll, LLP
- Browning
- Burns-Kish Funeral Homes Inc
- Business Professionals of America
- Butler, Fairman & Seufert, Inc.
- Casey's General Stores
- Central Supply Company, Inc.
- CHA Consulting, Inc.
- City of Lawrenceburg
- Civista Charitable Foundation
- Coca-Cola Conolidated
- CWC Commercial Warehouse & Cartage, Inc.
- Delta Dental Foundation
- DePuy Synthes
- Dot Foods
- Duke Energy
- Duke Energy
- Dunkin' Donuts Corporate
- Enkei America, Inc.
- Enterprise Fleet Management Inc.
- Enterprise Holdings
- Enterprise Holdings Foundation
- Erie Insurance Group
- Everwise Credit Union
- FedEx Express
- FedEx Trade Networks
- Fifth Third Bank
- Fifth Third Bank Foundation
- Fine Promotions Inc.
- Finish Line Youth Foundation
- FirstGiving
- Fleschner, Stark, Tanoos & Newlin
- Fraternal Order Of Eagles
- Frederick Benson Trust/First Financial Bank
- Froderman Foundation Inc.
- GE Aviation
- Gibault, Inc.
- Graycor Services Llc
- Haag Ford Sales Inc
- Hampton Industrial Services
- Horton Holdings Inc.
- IAC Sports Foundation, Inc.
- IHSAA
- IHSAA Foundation
- Indiana AMVETS Dept. Service Foundation Inc.
- Indiana Chemical Trust
- Indiana Criminal Justice Association Inc.
- Indiana Department of Correction Central Office
- Indiana Golf Foundation, Inc.
- Indiana Harbor Belt Railroad Company
- Indiana Interscholastic Athletic Administrators Assoc.
- Indiana Law Enforcement Training Academy
- Indiana Moose Association
- Indiana Section PGA of America
- Indiana Sheriffs' Association
- Indiana State FOP Auxiliary
- Indiana State Police
- Indiana State Police Alliance
- Indiana State University
- Indiana State University Foundation
- Indiana University Health
- Indianapolis Airport Police Department
- Indianapolis Colts
- Indianapolis Colts Foundation, Inc.
- Indianapolis Indians
- Indy Eleven Soccer
- IPMG
- Irving Materials Inc
- J.R. Kelly Company
- Jarred Bunch LLC
- JD Finish Line, Inc.
- JFW Industries, Inc.
- John W. Anderson Foundation
- Junior League of Indianapolis Inc.
- Kappa Sigma Fraternity
- Koorsen Fire & Security
- Lambda Chi Alpha Fraternity

FUNDRAISING

PROTECTED CORPORATE AND ORGANIZATIONAL CONTACTS

- Law Office of Elizabeth A. Homes, LLC
- LBI Lutgring Bros., Inc.
- LEL Home Services, LLC
- Lids Foundation, Inc.
- Lilly Endowment, Inc.
- Lions Club of Indiana
- Lucas Oil Products, Inc
- Lumina Foundation
- Midwest Equipment & Supply
- Mobi Wireless Management, LLC
- Moose Charities, Inc.
- Morris Family Insurance
- Mosaic, Inc. Terre Haute
- Newburgh Civitan Club
- Nicholas H. Noyes Jr. Memorial Foundation
- North Dearborn Conservation Club
- Ohio Mills, Inc.
- OmniSource
- OmniSource Corporation
- Onix Networking Group
- Orchard Software
- Pacers Foundation, Inc.
- Pacers Sports & Entertainment
- Parkview Health
- Pendleton Correctional Facility
- Phi Sigma Kappa Fraternity
- Precision Rings Inc
- Psi Iota XI
- Randle Family Foundation
- Rolls-Royce
- Rose-Hulman Institute of Technology
- Sallie Mae
- Shrewsberry & Associates LLC
- SIA Foundation Inc.
- Sigma Tau Gamma Fraternity
- Sign-A-Rama
- Solid Platforms, Inc.
- Southeastern Indiana REMC
- State Farm Companies Foundation
- Steel Dynamics, Inc.
- Sun King Brewing Company LLC
- Sweetwater Sound, Inc.
- Taft Stettinius Hollister LLP
- Terre Haute Convention & Visitors Bureau
- Texas Roadhouse Holdings
- The Duke Energy Foundation
- The Kroger Co. Foundation
- TLC Management
- Toyota Motor Manufacturing Indiana, Inc.
- United Healthcare
- United Life Services, Inc.
- University of Indianapolis
- Walmart Foundation
- Winamac Coil Spring, Inc.
- Winkler, Inc.
- Wolfies at Geist

PUBLIC RELATIONS

The "Special Olympics" name and the "Special Olympics" logo, which is a registered trademark, symbolize the international effort to promote the ideals and goals of Special Olympics, Inc. founded by the Joseph P. Kennedy Foundation. It is therefore important that everyone involved in and associated with SOIN exercise caution in the use of the "Special Olympics" name and logo, particularly in fundraising efforts and projects.

THE OFFICIAL LOGO

The official Special Olympics logo is the trademark of Special Olympics Programs around the world. Used consistently, the logo plays an important part in the image of Special Olympics as a strong, united organization composed of Programs at the county, area, state and national levels worldwide.

Special Olympics Programs are required to follow the graphic standards outlined by Special Olympics, Inc. Logos that follow these guidelines are provided in a variety of formats to all Area and County Programs by the State Office.

REQUIRED USES OF THE LOGO

The logo must be used on all official materials distributed by SOIN including: stationery, business cards, Games programs, flags and banners, athletes' bib numbers, athletes' uniforms, posters, brochures and all material distributed to athletes, sponsors, media, or to the general public.

ADDITIONAL USE OF NAME AND/OR LOGO

All uses of the Special Olympics name and/or logo are subject to approval of the State Office. Use of the Special Olympics name/logo for materials outside the above-described materials must be approved by the State Office. The following examples are instances in which use of the logo is likely to be approved:

1. The logo or name will be used in conjunction with a Program's fundraiser or promotion approved by the State Office (see Event Application).
2. The logo or name will be used in conjunction with a third-party event that has been approved by the State Office (to obtain third-party guidelines and an application contact Thaddeus Thomas at tthomas@soindiana.org).
3. The logo or name will be included in an Area or County Program website that corresponds with the website guidelines.
4. Items created and purchased by an Area or County Program with the Special Olympics logo must have the Area or County Program's name or shield. These items could be giveaways, fundraising items to sell or other items. If a program has a request to use the SOIN logo without the Area or County Program's name or shield, they must seek approval from the State Office.

OFFICIAL CREDIT LINE

The official credit line for Special Olympics is as follows: Created by the Joseph P. Kennedy, Jr. Foundation for the Benefit of Persons with Intellectual Disabilities. The official credit line must be displayed on all websites, stationery, brochures, annual reports, news releases, other printed materials, and film, slide, or video presentations.

WEBSITE GUIDELINES

The Internet has great communication potential when used properly. Here are guidelines for Area and County Programs with the capabilities to design and maintain a website:

1. The website shall be identified as "Special Olympics Indiana - _____ Program" website.
2. The website shall have a link to the state's website: www.soindiana.org.
3. Any use of logos shall follow the Special Olympics Graphic Standards Guide.
4. Area and County Programs are permitted to list their sponsors.
5. Areas and Counties shall send a copy of their website design and content to the State Office for review before launching.
6. Programs must display an Internet privacy policy statement on their website. For an example, please refer to www.soindiana.org.

An Area or County Program may not conduct electronic fundraising except for special electronic fundraising projects through Artez/Frontstream. Prior to engaging in such a project, permission must be received from SO Indiana. Any Program wishing to conduct a special electronic fundraising project, before making any commitment to the project, shall provide the State Office with a written, detailed description of the project at least 30 days prior to the launch date.

PUBLIC RELATIONS

SPECIAL OLYMPICS TERMINOLOGY

The 1988 Protocol of Agreement between Special Olympics and the International Olympic Committee (IOC), the group that organizes the modern Olympic games, recognizes and approves Special Olympics' use of the word "Olympics" immediately preceded by "Special" as a part of "Special Olympics." However, the agreement prohibits Special Olympics Programs, Games Organizing Committees, sponsors and related organizations from using the word "Olympics" by itself or the words "Olympic," "Olympian" or any variation of those words in any language. Thus, under no circumstances can any Special Olympics Program use any of the following terms: "Olympic," "Olympian" or "Special Olympian." Special Olympics participants should always be referred to as "Special Olympics athletes" or "participants," rather than "Special Olympians."

Special Olympics is a worldwide movement, so when referring to Special Olympics, don't preface with the word "the," as in "the Special Olympics." Otherwise, this implies that Special Olympics is a one-time, singular event rather than a year-round sports training and athletic competition program.

SOCIAL NETWORKING PRESENCE

Social networking sites create online communities where people can bond with others as well as promote and connect with organizations. Platforms like Facebook, Twitter, Instagram and YouTube have allowed people to promote themselves or their companies by sharing snippets of their lives and spreading news with the click of a button.

SOIN is currently active on the following:

SOCIAL MEDIA CHANNELS

	Special Olympics Indiana	Champions Together
Facebook	facebook.com/soindiana	facebook.com/ChampionsTogether
Twitter "X"	@soindiana	@ChampsTogether
Instagram	@soindiana1	@championstogether
LinkedIn	Special Olympics Indiana	

SOCIAL MEDIA GUIDELINES

SOIN recognizes how an effective social networking site can benefit the communication efforts of Areas and Counties. Thus, Areas and Counties may, with the oversight of members of the management team, establish and maintain a social media presence. Individuals using social networking sites should always use caution and never include any detailed personal information or potentially harming information on their individual pages or Area and/or County Program sites.

Social media allows SOIN representatives to speak in real-time, with a genuine voice. Unlike marketing brochures and billboards that are edited and drafted before publication, social media outlets demand unfiltered and immediate responses and are a way to build long-term relationships, rather than to just promote a campaign.

Using social media is a way we can listen, communicate and participate with our fan-base in a very personal and natural exchange. While many of the following social media guidelines may seem common sense, SOIN uses this guide to help navigate the ever-changing social media landscape.

Social media is a dynamic, constantly changing organism, and these guidelines will be continually modified to keep information accurate. This information is intended to provide general advice for how SOIN can use social media to further the organization's goals and abide by social media etiquette. Social media is a marketing tool that needs to remain consistent with all Special Olympics messaging. Contact Nicole Strouts at nstrouts@soindiana.org for questions.

The State Office has the right to monitor and alter social media usage.

GUIDELINES FOR STARTING AREA AND COUNTY PROGRAM'S FACEBOOK PAGE

- SOIN and County Facebook pages and websites must be consistent with branding guidelines for images, logos and terminology. For more information, visit resources.specialolympics.org/marketing-and-communications
- There should be at least two (2) Facebook administrators for each Facebook page.
- Facebook administrators should monitor Facebook pages several times a week to answer any questions that have been posted or delete any spam that does not belong on the page.
- Inappropriate posts or comments by Facebook users are to be removed from the Facebook site. Administrators are responsible for the content and information on an Area or County's social media site.
- The State Office will maintain a current list of administrators for the site. Each Area Director or County Coordinator is to oversee that current list of local administrators is shared with the State Office.

PUBLIC RELATIONS

- Areas and Counties should inform the State Office when a local Facebook page is created.
- The State Office may occasionally share a general post with Area/County Program site administrators.
- Facebook pages should adhere to naming website conventions (example: Special Olympics IndianaAllen County).
- Photos are a great way to share the success of your Area/County Program, but be cautious about posting photos to public webpages. Registered Special Olympics athletes and volunteers have signed photo release waivers, but it is possible that other people in your photos have not. It is best to consider the wishes of those in your photos before posting them to Facebook or tagging people in photos.
- Areas and Counties are encouraged to promote local special events, competitions, fundraisers, etc. on established Facebook sites, but never as stand-alone sites/profiles.
- Ask questions to start conversations with followers and create ways for your supporters to actively participate in content creation.
- Use the @ symbol, tag other organizations/followers in your status updates to help create a network of supporters.
- Remember you can post content from YouTube, online newspapers, blogs and more.
- Sites are to list "Special Olympics Indiana" as a favorite page or "Like".
- Area pages should list County Facebook sites, if applicable, on its list of favorites or likes.
- Sites should link visitors to SOIndiana.org or SOIN's Facebook site when appropriate.
- Sites are to have approval from the Area Director or County Coordinator after he or she has reviewed the guidelines prior to launch of Facebook site.
- The guidelines above may also pertain to other social networks such as Twitter, Google+, etc.

GUIDELINES FOR STARTING AREA AND COUNTY PROGRAM'S TWITTER ACCOUNT

- Share useful information. Include links to your site and others as relevant. Retweet other tweets if it's pertinent to your organizations and don't be afraid to engage and ask followers questions.
- Follow people who participate or support SOIN in your community.
- If you mention another person/organization in your tweet, use the @ symbol to link directly to their profile.
- Using the link shortening site is a great way to save valuable character space. Try bit.ly for website links.
- If you're hosting a local event, create a hashtag where people can follow tweets from anyone at the event (a hashtag is a # followed by your topic with no spaces (i.e. #specialolympics)).
- Monitor what is being said about your program. Search for keywords on Twitter or use a tool like HootSuite to aggregate multiple keyword searches (this is also a great way to find content you want to re-tweet).

MEDIA PARTNERSHIPS

A media partner is much like a traditional sponsor, except they give in-kind donations of their media services in exchange for recognition instead of dollar amounts. Media partners can include traditional media outlets — TV, radio and print — as well as non-traditional or digital forms of media. Due to SOIN's relationship with Special Olympics in surrounding states, partnerships are only to be made with media outlets in the state of Indiana. Programs may make out-of-state media aware of events that happen in their markets (through press releases and media advisories) but should not enter into any formal agreements with media outlets outside Indiana.

Because the in-kind values involved in media partnerships are usually several thousand dollars, which qualify for state-level recognition, it is best to work with the State Office to obtain a media partnership.

ADVERTISING POLICY

Based on guidelines from Special Olympics, Inc., no SOIN Program is permitted to use program dollars to purchase paid advertising spots of any kind. Programs can work together with the State Office to utilize public relations techniques to distribute PSAs to media outlets.

PUBLIC RELATIONS RESOURCES

PSA's and Video Resources: If you need to send a public service announcement to a media partner or want to show a video to a community partner contact Kelly Ries (kries@soindiana.org).



Sports

- Sports Chart
- Coach Education Program
- Event Fees
- Games Management System (GMS)
- Divisioning
- Area Management, Events & Competitions



SPORTS CHART

SPORT	MODIFIED	REGULATION	UNIFIED SPORTS®	EVENT(S)
ALPINE SKIING		Novice: Glide Super Glide Intermediate: Giant Slalom Slalom Advanced: Giant Slalom Slalom	Novice: Glide Super Glide Intermediate: Giant Slalom Slalom Advanced: Giant Slalom Slalom	Winter Games
BASKETBALL	Individual Skills Competition ----- 3-on-3 (Half-court) 5-on-5 (Level 3 and 4)	5-on-5 (Level 1 and 2)	5-on-5 Unified Team	State Basketball Tournaments
BOCCE		Doubles 4-person Team	Unified Doubles Unified 4-person Team	Summer Games
BOWLING	Assisted Ramp Bowl	Singles Doubles	Unified Doubles Unified 4-person Team	Summer Games <i>Ramp & Doubles</i> State Bowling <i>Ramp, Singles & Team</i>
CORNHOLE		Doubles - 21 feet Doubles - 30 feet	Unified Doubles - 30ft Unified Team Match Play	EKS Games
CYCLING	500m Adaptive Cycle Time Trial 1K Adaptive Cycle Time Trial 2K Adaptive Cycle Time Trial 5K Adaptive Cycle Time Trial	500m Time Trial 1K Time Trial 2K Time Trial 5K Time Trial 2K Road Race 5K Road Race	1K Unified Tandem Time Trial 2K Unified Tandem Time Trial 5K Unified Tandem Time Trial 500m Adaptive Tandem Time Trial 1K Adaptive Tandem Time Trial 2K Adaptive Tandem Time Trial	Summer Games
DISTANCE RUN & WALK	1-Mile Walk	3K Walk 3K Run 5K Walk 5K Run	Unified 3K Walk Unified 3K Run Unified 5K Walk Unified 5K Run	EKS Games
EQUESTRIAN	Grooming and Tacking Horse Parts Identification Spoon Race ----- Barrel Race Dressage Drill Team - 2 person Drill Team - 4 person Driving English Equitation English Trail Pole Bending Showmanship Flags Team Relay Western Trail Western Pleasure	Level A-I Barrel Race Dressage Drill Team - 2 person Drill Team - 4 person Driving English Equitation English Trail Pole Bending Showmanship Stake Race Team Relay Western Trail Western Pleasure	Unified Drill Team - 2 person Unified Drill Team - 4 person Unified Team Relay	EKS Games
FLAG FOOTBALL	Individual Skills Competition	Team	Unified Team	EKS Games
GOLF	Individual Skills Competition ----- Individual - 3, 6 holes	Individual - 9 holes	Unified 2-person Team (alternate shot)	EKS Games
POWERLIFTING		Bench Press Squat Deadlift Combination	Unified Bench Press Unified Squat Unified Deadlift Unified Combination	Summer Games

SPORTS CHART

SPORT	MODIFIED	REGULATION	UNIFIED SPORTS®	EVENT(S)
SNOWBOARDING		Novice: Glide Super Glide Intermediate: Giant Slalom Slalom Advanced: Giant Slalom Slalom	Novice: Glide Super Glide Intermediate: Giant Slalom Slalom Advanced: Giant Slalom Slalom	Winter Games
SNOWSHOEING		50m Race 100m Race 200m Race	50m Race 100m Race 200m Race	Winter Games
SOCCER	Individual Skills Competition ----- 5-v-5 Team		5-v-5 Unified Team	EKS Games
SOFTBALL	Individual Skills Competition ----- Designated Pitcher Team	Traditional Team	Unified Team	EKS Games
SWIMMING	**25yd Backstroke 25yd Breaststroke 25yd Butterfly **25yd Freestyle **4 x 25yd Freestyle Relay **4 x 25yd Medley Relay <i>**Denotes those events open to swimmers requiring flotation devices. In the Medley Relay, flotation devices in Free and Back relay legs only.</i>	50yd Backstroke 50yd Freestyle 100yd Freestyle 100yd Individual Medley 200yd Freestyle 4 x 50yd Medley Relay	**4 x 25yd Freestyle Relay **4 x 25yd Medley Relay 4 x 50yd Medley Relay	Summer Games
TRACK & FIELD	10m Physically Assisted Walk 15m Physically Assisted Wheelchair Race 15m Physically Assisted Wheelchair Slalom 25m Physically Assisted Walk Target Throw ----- 10m Assisted Walk 10m Unassisted Walk 10m Wheelchair Race 25m Assisted Walk 25m Motor WC Obstacle Race 25m Motorized WC Race 25m Motorized WC Slalom 25m Unassisted Walk 25m Wheelchair Race 25m Wheelchair Slalom 50m Wheelchair Slalom 50m Assisted Walk 50m Unassisted Walk 50m Motorized WC Slalom 100m Wheelchair Race 200m Wheelchair Race Softball Throw Tennis Ball Throw ----- 50m Dash 400m Walk 800m Walk Softball Throw Standing Long Jump	100m Dash 200m Dash 400m Dash 800m Run 1500m Run 4 x 100m Relay Mini- Javelin Throw Running Long Jump Shot Put		Summer Games Athletes may compete in one level only, and in a maximum of three events, including relays; no more than two field events.
VOLLEYBALL	Individual Skills Competition	Team	Unified Team	Summer Games Traditional Team EKS Games Unified Team and Skills

COACH EDUCATION PROGRAM

The key to improving athlete performance and well-being is based on the quality of sport training and experiences provided by the local Special Olympics coach. “Coach” refers to an individual who assumes responsibility for athletes, actively trains athletes, and coaches them in competitions.

The SOIN Coach Education Program adheres to the basic standards and competencies necessary and essential for being a Special Olympics coach, as defined by Special Olympics North America. Standardization of essential knowledge and coaching proficiency adds credibility and consistency to the entire program. In addition, coaches will gain new and/or improved competencies and skills, which will provide better opportunities for their athletes. After all, the better the coach ... the better the athlete.

The Coach Education Program is based on:

- Athlete safety is the coach’s top priority.
- As outlined in the Special Olympics Founding Principles: “Consistent training under the guidance of qualified coaches, with emphasis on physical conditioning, is essential to the development of sports skills, and competition among those of equal abilities is the most appropriate means of testing these skills, measuring progress and providing incentives for personal growth.”
- Also from the Special Olympics Founding Principles: “Special Olympics celebrates and strives to promote the spirit of sportsmanship and a love of participation in sports for its own sake.”
- Special Olympics coaches not only provide skills training for athletes, but are also role models and character builders. Coaches give SO athletes the most immediate awareness of their own worth, ability, courage and capacity to grow and improve.
- An effective coaches’ education program, which advances both coach and athlete, must include subjects beyond sport-specific material. It must include topics of safety, health, injury prevention, nutrition, general physical fitness, sportsmanship, character development and coaching philosophy.
- Special Olympics coaches are eager to learn about coaching and the sport, especially when knowing their athletes and County Program will benefit. The SOIN Coach Education Program provides rewards to County Programs who have coaches registered in the program and those coaches complete online courses.
- Other sports organizations have excellent coach education courses. SOIN should utilize these learning opportunities. Though many of these courses focus on interscholastic sports, principles are applicable to Special Olympics.
- Online courses are the preferred method of learning. Standardization of content is insured through online courses. Necessary competencies are reviewed through these online courses. Coaches have limited time and are already donating many hours to their athletes. Online courses are more “user-friendly”, allowing coaches to take courses when their time allows. Online courses allow users to stop and resume learning without losing progress.



SOIN requires that all coaches for equestrian, flag football, and powerlifting complete a sport—specific training. In-person sport specific trainings for equestrian, flag football, and powerlifting are offered annually.

In 2026, all SOIN head coaches for equestrian, flag football, and powerlifting must be a Level 2 certified coach.

Please contact Katie Hilt at khilt@soindiana.org for a complete list of coaches training for this year.

COACH EDUCATION PROGRAM

COACH EDUCATION LEVELS & REQUIREMENTS

The following section lists the required coaching courses to achieve each level. All requirements for Sport Assistant must be met before a coach may work with Special Olympics athletes.

SPORT ASSISTANT
ENTRY LEVEL REQUIREMENTS
All SO Indiana coaches must achieve Sport Assistant, which is simply the requirements to become a Class A Volunteer.
LEVEL 1 - CERTIFIED COACH
CORE COACHING KNOWLEDGE
For coaches to achieve Level 1 certification, they must be a Class A Volunteer/Sport Assistant and complete the following online courses:
<ul style="list-style-type: none">• All Sport Assistant requirements• Coaching Special Olympics Athletes — FREE• Coaching Unified Sports® (from the NFHS Learning Center) — FREE
LEVEL 2 - CERTIFIED COACH*
SPORTS SPECIFIC KNOWLEDGE
For coaches to achieve Level 2 certification, they must have a Level 1 certification and complete the following courses:
<ul style="list-style-type: none">• All Level 1 requirements• Bullying, Hazing, and Inappropriate Behaviors (from the NFHS Learning Center) — FREE• Sport-Specific Course (from the NFHS Learning Center or in-person) — COST VARIES• Sports Nutrition (from the NFHS Learning Center) — FREE• Sportsmanship (from the NFHS Learning Center) — FREE
* NOTE: Level required of Head Coaches attending USA Games in the specific sport being coached.
FITNESS COACH COURSE - online or in person training conducted by Program approved trainer. Option to become a certified Fitness Coach is not sport specific, but general knowledge applicable to all sports. Being certified as a Fitness Coach is not a requirement to coach at the USA Games.
LEVEL 3 - CERTIFIED COACH **
ADVANCED COACHING KNOWLEDGE
For coaches to achieve Level 3 certification, they must have Level 2 certification and complete the following courses:
<ul style="list-style-type: none">• All Level 2 requirements• Heat Illness Prevention (from the NFHS Learning Center) — FREE• Principles of Coaching (from CoachTube) — FREE
** NOTE: Level required of Head Coaches attending World Games.

Contact Katie Hilt (khilt@soindiana.org) with questions or if you are interested in joining the Coach Education Program.

EVENT FEES

No Special Olympics program may require its athletes or their families to pay or promise to pay any type of admission, registration, training, participation or competition fee, or any other fee or charge of any type as a condition for admission to any Special Olympics event or activity, or as a fee for the athletes' participation in any Special Olympics event or competition. It is the responsibility of each County Program to pay the entry fees for its athletes. The entry or registration fee will be transferred from the County account to the State account on the deadline date. Insufficient funds in the County account is cause to reject the entries or registration.

Virtual Fitness Challenges (per athlete and per Unified partner)	\$5-\$10
Athlete Leadership University: Spring and Fall Semesters (per athlete and per mentor)	\$20
Area Spring Games	\$12
State Conference	\$55-\$75 various packages
SUMMER GAMES	
Thursday Arrivals: 3 nights (per athlete, Unified partner, or coach/chaperone)	\$140
Friday Arrivals: 2 nights (per athlete, Unified partner, or coach/chaperone)	\$120
Off Campus (per athlete or Unified partner)	\$75
EKS GAMES	
Individuals (per athlete or Unified partner): Distance Run & Walk and Skills Competition (Flag Football, Golf, Softball, Soccer or Volleyball)	\$15
Equestrian (per athlete or Unified partner)	\$20
Cornhole Team (per team)	\$30
Golf: Individual Stroke Play (per athlete)	\$25
Golf: Unified Sports® Team (non-Unified Golf Tour) (per team)	\$60
Golf: Unified Golf Tour Team (per team)	\$100
Team (per team): Flag Football, Softball, Soccer, Unified Volleyball	\$80
BOWLING TOURNAMENTS	
Area Bowling Tournaments (per athlete or Unified partner)	\$15
State Bowling Tournament (per athlete or Unified partner)	\$20
WINTER GAMES	
Sunday Arrivals (per athlete, Unified partner, or coach/chaperone)	\$140
Off Campus (per athlete, Unified partner, or coach/chaperone)	\$75
Additional Sunday Dinner (per person)	\$12
STATE BASKETBALL TOURNAMENTS	
Basketball Skills Competition (per athlete)	\$15
3-on-3 Basketball Team (per team)	\$50
5-on-5 Basketball Team (per team)	\$90

GAMES MANAGEMENT SYSTEM

SOIN has transitioned to a paperless registration process for event Registration into Area and State level competitions. Games Management System (GMS) is the system used. Contact medapp@soindiana.org for questions related to GMS access, training and features.

USER INFORMATION

County Programs can have up to three GMS users.

- First user is paid for by the State Office
- Additional users will a nominal charge to cover the licensing fee.
- GMS is accessible through remote access; it will not be downloaded onto individual computers.

GMS training and support will be provided:

- For new users
- At Event Registration time frames
- At State Conference
- Other Scheduled times throughout the year

GMS features

- Review athlete eligibility
- Reports to review expiring Medical dates
- Access to athlete Health History and Medical Information
- Event registration into Local, Area and State level competition

Changes and additions of GMS user access

- In the event of Change in Leadership for County Management Teams, please determine and communicate if there will also be a change in GMS user access.
- Complete the Change of Leadership form found on the Resource page of the website (soindiana.org).

EVENT ENTRY INFORMATION

The entry process will be direct-entry into GMS.

Entry Packets:

Will be posted to the website prior to the entry due date/GMS registration window. The entry packet is to be distributed to coaches and other volunteers assigned to turning in events and scores for each entrant.

Timeline:

Distribute forms and set county internal due dates to ensure entries are completed into GMS by the registration due date. If for some reason, a County Coordinator is unable to use GMS for event entries, complete and submit the excel entry packet to entries@soindiana.org by the entry due date.

Entry Assistance:

Each sectional, Area and State level competition has different entry requirements and may have multiple due dates. Please consult the event page for each sport for information on entry forms and due dates. Pre-event communication will include review of entry timelines, scoring and GMS training.

DIVISIONING

The fundamental difference between Special Olympics competitions and those of other sports organizations is that athletes of all ability levels are encouraged to participate, and every athlete is recognized for his/her performance. Competitions are structured so that athletes compete with other athletes of similar ability in equitable divisions.

Responsibilities of the Athletes

Athletes are expected to follow the Special Olympics Official Sport Rules and the Athlete's Code of Conduct. Athletes are also expected to give maximum effort when competing. This is the only way the divisioning process can work as it was intended. Athletes who do not participate honestly and with maximum effort in all preliminary trials and/or finals violate the true spirit of competition and may even be disqualified from competition.

Responsibilities of the Coach

Therefore, coaches must place the health and safety of Special Olympics athletes above all else. They too must follow the Official Sport Rules and the Coaches Code of Conduct. Coaches are also critical in helping competition management teams make divisioning work. Divisioning works best when coaches submit preliminary scores. This helps athletes get into the proper division as well as gain additional competition experience.

How Divisioning is Implemented

Special Olympics divisioning is a two-stage process and can look different for each sport. See each sport section for specific details on how each sport divisions.

1. Stage 1
 - a. For individual sports, coaches submit a time or distance for each athlete.
 - b. For team or judged sports (like basketball or equestrian), coaches submit athlete or team rating, game record, and/or player evaluations.
2. Stage 2
 - a. Divisioning races, judged events, or short team matches are held to assess the athletes' or teams' ability levels in competition.
 - b. Athletes or teams are then grouped into competitive divisions according to three criteria: age, gender, and ability level.

How many athletes or teams are in a division?

For individual sports, each division may include a minimum of 3 athletes and a maximum of 8 athletes. For team sports, each division/bracket may include a minimum of 3 teams and a maximum of 5 teams.

Age Groups or Gender groups could be combined for some events so that we can ensure a meaningful experience by having at least 3 athletes in each division. Ability levels is the primary factor and should not be combined, unless they are awarded separately.

How are divisions set?

Divisions are set differently based on the number of athletes that have historically entered for that sport to ensure that there are competitive divisions with at least 3 athletes per division. See each sport section on the percentage between the most highly skilled athlete and the lowest skilled athlete. Skill rating is based on the athlete's time, score, or average.

Protest based on divisioning are not allowed.

Maximum Effort

The Maximum Effort rule is an Special Olympics International rule that is put in place to ensure that all participants are competing with maximum effort at all levels of competition. This rule is used:

1. To provide a fair competitive environment for athletes
2. To provide a resource for officials/event directors to create a fair competitive environment.

The maximum effort rule (MER) establishes an improvement limit for timed/scored competitions to ensure that all athletes are participating in fair and honest competitions. If an athlete or Unified partner exceeds the Maximum Effort limit, then the athlete or Unified partner may be disqualified based on the standards set for each sport. Each of our sports follows different Maximum Effort rules based on the nature of the sport. Please see each sport section for more details on what is implement for each sport.

AREA 1 EVENTS & COMPETITIONS

AREA DIRECTOR

Garnett Kirk, areaone.soi@gmail.com

AREA COMPETITION DIRECTOR

Diane Havrilla, areaone.comp.soi@gmail.com

COUNTIES

Elkhart, Jasper, Lake, LaPorte, Marshall, Newton, Porter, Starke, St. Joseph

SEND AREA ENTRIES TO:

Garnett Kirk, areaone.soi@gmail.com & areaone.comp.soi@gmail.com



DATE	EVENT NAME	LOCATION	SPORTS	ENTRY FEE	ENTRY DEADLINE	OPEN TO
2/17/2024	Polar Plunge	Valparaiso University, Valparaiso		\$99		Any County
2/24/2023	Polar Plunge	Four Winds Field Stadium, South Bend		\$99		Any County
2/24/2023	Elkhart County Tip-Off Tournament	Northwood Middle School, Wakarusa		\$65/team	TBA	Any County
2/28/2024	Spring Meeting	Valparaiso Community Center, Valparaiso				Area 1 Counties
3/9/2024	Basketball Sectional	Valparaiso University, Valparaiso		\$90/team-5 \$50/team-3 \$15/skills	12/4/2023 1/8/2024 2/19/2024	Assigned by State Office
5/11/2024	Spring Games	Valparaiso High School, Valparaiso	Bocce Swimming Track & Field Volleyball	\$12/	4/15/2024	Area 1 Counties
7/20/2024	Unified Golf Tour Stop, Lake County	Youche Country Club, Crown Point	Golf	\$100	6/24/2024	Assigned by State Office
8/24/2024	Softball Sectional	Baker Field Park, Mishawaka	Softball	\$80/team \$15/skills	6/24/2024	Assigned by State Office
10/2/2024	Fall Meeting	Valparaiso Community Center, Valparaiso				Area 1 Counties
11/9/2024	Bowling Tournament	Stardust II Lanes, Hobart	Bowling	\$15	9/30/2024	Area 1 Counties
2/22/2025	Elkhart County Tip-Off Tournament	Northwood Middle School, Wakarusa	Basketball	\$65/team	TBA	Any County
TBA	Lake County Basketball Invitational	Lake Central High School, St. John	Basketball	\$25/team	TBA	Any County
TBA	Basketball Sectional	Valparaiso University, Valparaiso	Basketball	\$90/team-5 \$50/team-3 \$15/skills	TBA	Assigned by State Office

Dates and Times subject to change based on changes in facility availability.

LATE FEES

A \$2 late fee will be assessed for each entry submitted past the deadline. Once the divisioning process and scheduling has begun, no late entries will be accepted.

2023 SPIRIT OF SPECIAL OLYMPICS AREA AWARD WINNERS		
JessieAnn Eakins Athlete of the Year	Paul Jegen Coach of the Year	The Catlett Family Family of the Year
Shailyn Mathews Volunteer of the Year		

AREA 2 EVENTS & COMPETITIONS

AREA DIRECTOR

Ella Boyd, ellaboyd16@comcast.net

AREA COMPETITION DIRECTOR

Position open. If interested, contact Ella Boyd, ellaboyd16@comcast.net

COUNTIES

Bartholomew, Brown, Clark, Crawford, Floyd, Harrison, Jackson, Jefferson, Jennings, Orange, Scott, Switzerland, Washington

SEND AREA ENTRIES TO

Ella Boyd, ellaboyd16@comcast.net



DATE	EVENT NAME	LOCATION	SPORTS	ENTRY FEE	ENTRY DEADLINE	OPEN TO
2/17/2024	Polar Plunge	Deam Lake, Borden		\$99		Any County
3/9/2024	Basketball Sectional	Hauser Junior-Senior High School, Hope	Basketball	\$90/team-5 \$50/team-3 \$15/skills	12/4/2023 1/8/2024 2/19/2024	Assigned by State Office
3/13/2024	Spring Meeting	TBA				Area 2 Counties
5/18/2024	Spring Games	Salem High School, Salem	Track & Field	\$12	4/15/2024	Area 2 Counties
7/13/2024	Unified Golf Tour Stop, Clark-Floyd County	Elk Run Golf Course, Clarksville	Golf	\$100	7/24/2024	Assigned by State Office
TBA	Fall Meeting	TBA				Area 2 Counties
11/2/2024	Bowling Tournament	Blackiston Lanes, Clarksville	Bowling	\$15	9/30/2024	Area 2 Counties
TBD	Basketball Sectional	Hauser Junior-Senior High School, Hope	Basketball	\$90/team-5 \$50/team-3 \$15/skills	TBD	Assigned by State Office

Dates and Times subject to change based on changes in facility availability.

LATE FEES

A \$2 late fee will be assessed for each entry submitted past the deadline. Once the divisioning process and scheduling has begun, no late entries will be accepted.

2023 SPIRIT OF SPECIAL OLYMPICS AREA AWARD WINNERS	
<p>Paula Sneed Athlete of the Year</p>	<p>The Ackeret Family Family of the Year</p>
<p>Jim Shepherd Coach of the Year</p>	<p>Sandy Shields Volunteer of the Year</p>

AREA 3 EVENTS & COMPETITIONS

AREA DIRECTOR

Carol Fike, cfike@dekalbcentral.net

AREA COMPETITION DIRECTOR

Ryan Baker, rbaker@dekalbcentral.net

Counties:

Adams, Allen, DeKalb, Huntington, LaGrange, Noble, Steuben, Wells, Whitley

Send All Entries To:

Carol Fike cfike@dekalbcentral.net



DATE	EVENT NAME	LOCATION	SPORTS	ENTRY FEE	ENTRY DEADLINE	OPEN TO
2/10/2024	Polar Plunge	Metea Park, Fort Wayne		\$99		Any County
4/4/2024	Spring Meeting	DeKalb County YMCA, Auburn				Area 3 Counties
4/20/2024	Trine Invitational Track Meet	Trine University, Angola	Track & Field	\$2	TBA	Any County
5/11/2024	Spring Games	Dekalb High School Waterloo	Track & Field	\$12	4/15/2024	Area 3 Counties
TBD	Unified Golf Tour Stop, Allen County	Brookwood Golf Club, Fort Wayne	Golf	\$100	6/24/2024	Assigned by State Office
8/25/2024	Golf Sectionals	Chestnut Hills Golf Club Fort Wayne	Golf	\$60	7/22/2024	Assigned by State Office
TBD	Fall Meeting	DeKalb County YMCA, Auburn				Area 3 Counties
11/2/2024	Bowling Tournament	Pro Bowl West, Fort Wayne	Bowling	\$15	9/30/2024	Area 3 Counties

Dates and Times subject to change based on changes in facility availability.

LATE FEES

A \$2 late fee will be assessed for each entry submitted past the deadline. Once the divisioning process and scheduling has begun, no late entries will be accepted.

2023 SPIRIT OF SPECIAL OLYMPICS AREA AWARD WINNERS	
<p>Rhea Scott Athlete of the Year</p>	<p>The Smith Family Family of the Year</p>
<p>Dominic Lancia Coach of the Year</p>	<p>Barb Fifer Volunteer of the Year</p>

AREA 4 EVENTS & COMPETITIONS

AREA DIRECTOR

Ken Melvin, soinarea4@yahoo.com

AREA COMPETITION DIRECTOR

Terri Kriston, cqkriston@yahoo.com

COUNTIES

Benton, Carroll, Clinton, Fountain, Montgomery, Parke, Putnam, Tippecanoe, Vermillion, Warren, White

SEND AREA ENTRIES TO

Russ Switzer, russellswitzer@comcast.net



DATE	EVENT NAME	LOCATION	SPORTS	ENTRY FEE	ENTRY DEADLINE	OPEN TO
2/4/2024	Area 4 Wabash College Basketball Tournament	Wabash College, Crawfordsville	Basketball	\$10/team \$10/skill	1/22/2024	Any County
2/24/2024	Polar Plunge	Purdue University, West Lafayette		\$99		Any County
4/28/2024	Spring Meeting	Crawfordsville Park and Rec, Crawfordsville				Area 4 Counties
5/18/2024	Spring Games	North Montgomery High School, Crawfordsville	Bocce MATP Swimming Track & Field	\$12	4/15/2024	Area 4 Counties
7/21/2024	Golf Unified Tour Stop, Tippecanoe County	Battle Ground Golf Club Battle Ground	Golf	\$100	6/24/2024	Assigned by State Office
TBD	Area 4 Cornhole Tournament	TBD	Cornhole	\$15/team	TBD	Area 4 Counties
8/25/2024	Golf Sectional	Edwood Glen Country Club, West Lafayette	Golf	\$60/team	7/24/2024	Assigned by State Office
9/23/2024	Fall Meeting	Crawfordsville Park and Rec, Crawfordsville				Area 4 Counties
11/9/2024 11/10/2024	Bowling Tournament	Taylor Lanes, Crawfordsville	Bowling	\$15	9/30/2024	Area 4 Counties

Dates and Times subject to change based on changes in facility availability.

LATE FEES

A \$2 late fee will be assessed for each entry submitted past the deadline. Once the divisioning process and scheduling has begun, no late entries will be accepted.

2023 SPIRIT OF SPECIAL OLYMPICS AREA AWARD WINNERS	
Robyn Grayson Athlete of the Year	The Salla Family Family of the Year
David Henry Coach of the Year	Sarah Elliott Volunteer of the Year

AREA 5 EVENTS & COMPETITIONS

AREA DIRECTOR

Michelle Jones, jonesgirls03@gmail.com

AREA COMPETITION DIRECTOR

Becky Pear, bbpear55@gmail.com

COUNTIE

Cass, Fulton, Howard, Kosciusko, Miami, Pulaski, Tipton, Wabash

SEND AREA ENTRIES TO

Michelle Jones, jonesgirls03@gmail.com



DATE	EVENT NAME	LOCATION	SPORTS	ENTRY FEE	ENTRY DEADLINE	OPEN TO
1/14/2024	Area 5 Basketball Invitational	Caston Jr./Sr. High School, Fulton	Basketball	No fee	12/5/2023	Any County
3/12/2024	Spring Meeting	Webb Chapel Church, Logansport				Area 5 Counties
3/9/2024	Basketball Sectional	Lewis Cass Jr./Sr, High School, Walton	Basketball	\$90/team-5 \$50/team-3 \$15/skills	12/4/2023 1/8/2024 2/19/2024	Assigned by State Office
5/4/2024	Spring Games	Northfield High School, Wabash	Track & Field Bocce MATP	12	4/15/2024	Area 5 Counties
8/25/2024	Golf Sectional	Moss Creek Golf Course, Winamac	Golf	\$60/team	7/22/2024	Assigned by State Office
9/10/2024	Fall Meeting	Webb Chapel Church, Logansport				Area 5 Counties
11/2/2024 11/3/2024	Bowling Tournament	Myers Sport Bowl, Logansport	Bowling	\$15	9/30/2024	Area 5 Counties
TBD	Basketball Sectional	Logansport High School, Logansport	Basketball	\$90/team-5 \$50/team-3 \$15/skills	TBD	Assigned by State Office

Dates and Times subject to change based on changes in facility availability.

LATE FEES

A \$2 late fee will be assessed for each entry submitted past the deadline. Once the divisioning process and scheduling has begun, no late entries will be accepted.

2023 SPIRIT OF SPECIAL OLYMPICS AREA AWARD WINNERS	
Scott Yerkes Athlete of the Year	The Sipe Family Family of the Year
Jon Kitchell Coach of the Year	Rebecca Walls Volunteer of the Year

AREA 6 EVENTS & COMPETITIONS

AREA DIRECTOR

Ashley Russell, hotshot31_2000@yahoo.com

AREA COMPETITION DIRECTOR

Barb Cox, Delcospecialolympics@hotmail.com

COUNTIES

Blackford, Delaware, Grant, Henry, Jay, Madison, Randolph

SEND AREA ENTRIES TO

Ashley Russell, hotshot31_2000@yahoo.com



DATE	EVENT NAME	LOCATION	SPORTS	ENTRY FEE	ENTRY DEADLINE	OPEN TO
2/10/2024	Grant County "Take it to the Hoop" Basketball Tournament	Taylor University Upland	Basketball	\$30/team \$5/skills	TBA	Any County
2/17/2024	Polar Plunge	Ball State University, Muncie		\$99		Any County
3/9/2024	Basketball Sectional	Monroe Central High School, Parker City	Basketball	\$90/team-5 \$50/team-3 \$15/skills	12/4/2023 1/8/2024 2/19/2024	Assigned by State Office
3/14/2024	Spring Meeting	Old National Bank Muncie				Area 6 Counties
TBA	Spring Games	New Castle Chrysler High School New Castle	Track & Field Bocce	\$12	4/15/2024	Area 6 Counties
7/28/2024	Unified Golf Tour Stop, Jay County	Portland Golf Club, Portland	Golf	\$100	6/24/2024	Assigned by State Office
9/14/2024	Cornhole Sectional	Fountain Square Church, Muncie	Cornhole	\$30	7/22/2024	Assigned by State Office
10/11/2024	Fall Meeting	TBA				Area 6 Counties
11/3/2024	Bowling Tournament	Clancy's Village Bowl, Muncie	Bowling	\$15	9/30/2024	Area 6 Counties
TBA	Basketball Sectional	Monroe Central High School, Parker City	Basketball	\$90/team-5 \$50/team-3 \$15/skills	TBA	Assigned by State Office
2/2025	Grant County "Take it to the Hoop" Basketball Tournament	Taylor University Upland	Basketball	\$30/team \$5/skills	TBA	Any County

Dates and Times subject to change based on changes in facility availability.

LATE FEES

A \$2 late fee will be assessed for each entry submitted past the deadline. Once the divisioning process and scheduling has begun, no late entries will be accepted.

2023 SPIRIT OF SPECIAL OLYMPICS AREA AWARD WINNERS	
<p>John Blackburn Athlete of the Year</p>	<p>The Cooper Family Family of the Year</p>
<p>Darlene Dietrich Coach of the Year</p>	<p>Ashley Russell Volunteer of the Year</p>

AREA 7 EVENTS & COMPETITIONS

AREA DIRECTOR

Anita Bean, soindiana.area7@gmail.com

AREA COMPETITION DIRECTOR

Jodi Moan, jodi.moan@happinessbaq.org

COUNTIES

Daviess, Greene, Knox, Lawrence, Martin, Monroe, Owen, Sullivan, Vigo

SEND AREA ENTRIES TO

Jodi Moan, jodi.moan@happinessbaq.org



DATE	EVENT NAME	LOCATION	SPORTS	ENTRY FEE	ENTRY DEAD-LINE	OPEN TO
2/24/2024	Polar Plunge	Memorial Stadium Bloomington		\$99		Any County
2/24/2024	Polar Plunge	Indiana State University Terre Haute		\$99		Any County
4/10/2024	Spring Meeting	Happiness Bag, Terre Haute		Area 7 Counties		
3/16/2024	Powerlifting Spring Meet	Terre Haute Intensity Resistance and Sports Training Terre Haute	Powerlifting	No Fee	3/4/2024	Counties with Trained PL Coaches
4/28/2024	Spring Games	Rose Hulman, Terre Haute	Track & Field Bocce	\$12	4/15/2024	Area 7 Counties
9/25/2024	Fall Meeting	Happiness Bag, Terre Haute				Area 7 Counties
11/9/2024	Bowling Tournament	Terre Haute Bowl, Terre Haute	Bowling	\$15	9/30/2024	Area 7 Counties

Dates and Times subject to change based on changes in facility availability.

LATE FEES

A \$2 late fee will be assessed for each entry submitted past the deadline. Once the divisioning process and scheduling has begun, no late entries will be accepted.

2023 SPIRIT OF SPECIAL OLYMPICS AREA AWARD WINNERS

Joyce Julian
Athlete of the Year

The Sutherlin Family
Family of the Year

Connor Tierney
Coach of the Year

Mary Albanese
Volunteer of the Year

AREA 8 EVENTS & COMPETITIONS

AREA DIRECTOR

Jenny Hirt, jennyhirt@gmail.com

AREA COMPETITION DIRECTORS

Marc Renaud, skiguy611@gmail.com

COUNTIES

Boone, Hamilton, Hancock, Hendricks, Johnson, Marion (East, Northeast, South, West, Washington Township), Morgan

SEND AREA ENTRIES TO

Kim Jansen, kimandstevejansen@gmail.com



DATE	EVENT NAME	LOCATION	SPORTS	ENTRY FEE	ENTRY DEADLINE	OPEN TO
2/3/2024	Polar Plunge	Butler University, <i>Indianapolis</i>		\$99		Any County
2/10/2024	Polar Plunge	Dye's Walk County Club, <i>Greenwood</i>		\$99		Any County
2/17/2024	Polar Plunge	Wolfies at Giest, <i>Indianapolis</i>		\$99		Any County
2/29/2024	Polar Plunge (ILEA)	Eagle Creek Reservoir, <i>Indianapolis</i>		\$99		Any County
3/1/2024	Polar Plunge (HS)	Eagle Creek Reservoir, <i>Indianapolis</i>		\$99		Any County
3/2/2024	Polar Plunge	Eagle Creek Reservoir, <i>Indianapolis</i>		\$99		Any County
3/9/2024	Basketball Sectional	Chapel Hill 7th & 8th Grade Center, <i>Indianapolis</i>	Basketball	\$90/team-5 \$50/team-3 \$15/skills	12/4/2023 1/8/2024 2/19/2024	Assigned by State Office
3/26/2024	Spring Meeting	State Office				Area 8 Counties
5/18/2024	Spring Games	Ben Davis High School, <i>Indianapolis</i>	Track & Field, MATP	\$12	4/15/2024	Area 8 Counties
7/14/2024	Unified Golf Tour Stop, Washington Township	Riverside Golf Course, <i>Indianapolis</i>	Golf	\$100	6/24/2024	Any County
8/4/2024	Unified Golf Tour Stop, Johnson County	Hickory Stick Golf Club, <i>Greenwood</i>	Golf	\$100	6/24/2024	Any County
8/24/2024	Softball Sectional	Center Grove Lassie League, <i>Greenwood</i>	Softball	\$80/team \$15/skills	6/24/2024	Assigned by State Office
9/4/2024	Fall Meeting	State Office				Area 8 Counties
11/2/2024	Bowling Tournament	Woodland Bowl, <i>Indianapolis</i>	Bowling	\$15	9/30/2024	Area 8 Counties
TBA	Basketball Sectional	Chapel Hill 7 th & 8 th Grade Center, <i>Indianapolis</i>	Basketball	\$90/team-5 \$50/team-3 \$15/skills	TBA	Assigned by State Office

Dates subject to change based on changes in facility availability.

LATE FEES

A \$2 late fee will be assessed for each entry submitted past the deadline. Once the divisioning process and scheduling has begun, no late entries will be accepted.

2023 SPIRIT OF SPECIAL OLYMPICS AREA AWARD WINNERS

Nicholas Herran
Athlete of the Year

The Woodruff Family
Family of the Year

Jason Hite
Coach of the Year

Linda Booth
Volunteer of the Year

AREA 9 EVENTS & COMPETITIONS

AREA DIRECTOR

Heather Sterwerf, heatherscarr93@gmail.com

AREA COMPETITION DIRECTOR

Shane Sterwerf, shane.sterwerf@gmail.com

COUNTIES

Dearborn, Decatur, Fayette, Franklin, Ohio, Ripley, Rush, Shelby, Union, Wayne

SEND AREA ENTRIES TO

Heather Sterwerf, heatherscarr93@gmail.com



DATE	EVENT NAME	LOCATION	SPORTS	ENTRY FEE	ENTRY DEADLINE	OPEN TO
2/17/2024	Polar Plunge	Versailles State Park, Versailles		\$99		Any County
2/11/2024	Hoosier Classic Basketball Tournament	Batesville High School, Batesville	Basketball	\$30/team	1/20/2024	Any County
2/24/2024	Shelby Co. Arnie Petre Memorial Tournament	Shelbyville High School, Shelbyville	Basketball	\$25/team	TBD	Any County
3/9/2024	Basketball Sectional	Triton Central HS, Fairland	Basketball	\$90/team-5 \$50/team-3 \$15/skills	12/4/2023 1/8/2024 2/19/2024	Assigned by State Office
3/25/2025	Spring Meeting	American Legion Post 337, Sunman				Area 9 Counties
5/18/2024	Spring Games	Milan High School, Milan	Track & Field	\$12	4/15/2024	Area 9 Counties
July 2024	Joey Pulhaski Softball Tournament	Lawrenceburg Conservancy District Community Athletic Park, Lawrenceburg	Softball	TBD	TBD	Any County
8/11/2024	Unified Golf Tour Stop, Wayne County	Liberty Country Club, Liberty	Golf	\$100	6/24/2024	Assigned by State Office
8/3/2024	Shelby Co. Softball Tournament	Sunrise Park, Shelbyville	Softball	TBD	TBD	Any County
8/10/2023	Shelby Co. Cornhole Tournament	Morrison Park, Shelbyville	Cornhole	TBD	TBD	Any County
8/25/2024	Golf Sectionals	Hillcrest Country Club, Batesville	Golf	\$60/team	7/22/2024	Assigned by State Office
9/15/2024	Cornhole Sectional	American Legion Post 337, Sunman	Cornhole	\$2/team	7/22/2024	Area 9 Counties
9/30/2024	Fall Meeting	American Legion Post 337, Sunman				Area 9 Counties
11/9/2024	Bowling Tournament	Woodland Bowl, Indianapolis	Bowling	\$15	9/30/2024	Area 9 Counties
TBD	Basketball Sectional	Triton Central High School, Fairland	Basketball	\$90/team-5 \$50/team-3 \$15/skills	TBD	Assigned by State Office

Dates and Times subject to change based on changes in facility availability.

Late Fees:

A \$2 late fee will be assessed for each entry submitted past the deadline. Once the divisioning process and scheduling has begun, no late entries will be accepted.

2023 SPIRIT OF SPECIAL OLYMPICS ARE AWARD WINNERS	
Jennifer Johannigman Athlete of the Year	The Holt Family Family of the Year
Joe Pugh Coach of the Year	Susan Waters Volunteer of the Year

AREA 10 EVENTS & COMPETITIONS

AREA CO-DIRECTORS

Connie King, soinarea10@gmail.com; Betty Stepek, bstep75@aol.com

AREA COMPETITION DIRECTOR

Connie King, soinarea10@gmail.com

COUNTIES

Dubois, Gibson, Perry, Pike, Posey, Spencer, Vanderburgh, Warrick

SEND AREA ENTRIES TO

Connie King, soinarea10@gmail.com



DATE	EVENT NAME	LOCATION	SPORTS	ENTRY FEE	ENTRY DEADLINE	OPEN TO
2/2/2024	Polar Plunge (HS)	Scales Lake (Plunge), Boonville		\$99		Any County
2/3/2024	Polar Plunge	Scales Lake (Plunge), Boonville		\$99		Any County
2/24/2024	Polar Plunge	Prides Creek Lake, Petersburg		\$99		Any County
3/9/2024	Basketball Sectional	Boonville Middle School and Boonville High School, Boonville	Basketball	\$90/team-5 \$50/team-3 \$15/skills	12/4/2023 1/8/2024 2/19/2024	Assigned by State Office
3/26/2024	Spring Meeting	St. Clement Social Hall, Boonville				Area 10 Counties
5/4/2024	Spring Games	North High School, Evansville	Track & Field Bocce	\$12	4/15/2024	Area 10 Counties
5/11/2024	Area 10 Swim Meet	Boonville High School, Boonville	Swimming	\$10	TBA	Area 10 Counties
8/24/2024	Softball Sectional	Marrs Township Community Park, Evansville	Softball	\$80	6/22/2024	Assigned by State Office
9/10/2024	Fall Meeting	St. Clement Social Hall Boonville				Area 10 Counties
9/14/2024	Cornhole Sectional	TBA	Cornhole	\$30	7/24/2024	Assigned by State Office
TBA	IMI Golf Outing	Oak Meadow County Club, Evansville	Golf			Any Counties
11/2/2024	Bowling Tournament (Singles and Ramp)	Diamond Lanes, Evansville	Bowling	\$15	9/30/2024	Area 10 Counties
11/3/2024	Bowling Tournament (Unified)	Diamond Lanes, Evansville	Bowling	\$15	9/30/2024	Area 10 Counties
TBD	Basketball Sectional	Boonville Middle School and Boonville High School, Boonville	Basketball	\$90/team-5 \$50/team-3 \$15/skills	TBD	Assigned by State Office

Dates and Times subject to change based on changes in facility availability.

LATE FEES

A \$2 late fee will be assessed for each entry submitted past the deadline. Once the divisioning process and scheduling has begun, no late entries will be accepted.

2023 SPIRIT OF SPECIAL OLYMPICS AREA AWARD WINNERS

Jalea Dean
Athlete of the Year

The Nordhoff Family
Family of the Year

Charlene Baldwin
Coach of the Year

John Harris
Volunteer of the Year



State Events and Competitions

- Athlete Leadership University
- Summer Games
- EKS Games
- Bowling Tournaments
- Winter Games
- Basketball Tournaments



ATHLETE LEADERSHIP UNIVERSITY



DATES:

Spring: April 20 –21
Fall: October 12 - 13

SITE:

Butler University
4600 Sunset Avenue
Indianapolis, IN 46208

COURSES: SPRING SEMESTER

Introduction to Athlete Leadership
Understanding Leadership
Event Management
Global Messenger II
Introduction to Health and Fitness
Athlete Leadership Councils/ Boards & Committees
Principles of Coaching
Technology: Digital Communication
Technology: Digital Media
Leadership Through Visual Arts II
Leadership Capstone

FALL SEMESTER

Introduction to Athlete Leadership
Understanding Leadership
Event Planning
Global Messenger I
Health & Fitness Advocates
Introduction to Governance
Training Fundamentals
Technology: Digital Communication
Technology: Digital Media
Leadership Through Visual Arts I
Leadership Capstone

GENERAL SCHEDULE (tentative - all times in Eastern time zone):

Day 1

10:30 a.m.-5:30 p.m. Networking, Opening Session, Course Instruction includes a lunch break

Day 2

8:30 a.m. -12:00 p. m. Course Instruction
1:00 p.m. –2:30 p.m. Closing Session
2:45 p.m. Class Photo

PRACTICUM DEADLINE:

Spring: Tuesday, March 12
Fall: Tuesday, September 3

ENTRY DEADLINE:

Spring: Monday, March 18
Fall: Monday, September 9

ENTRY FEES:

\$20 per athlete leader and per mentor

ENTRY INFORMATION :

1. Refer to the Events Policy section for more details regarding entry information.
2. County Programs must be registered with the State Office to enter this event. County must be an Athlete Leadership Certified Program.
3. Athletes registering for Athlete Leadership University are “athlete leaders”, which is a volunteer position within SOIN. As a result, athlete leaders must meet all Class A volunteer requirements. For new students of Athlete Leadership University, they complete the requirements during the “Introduction to Athlete Leadership” course and do not need to meet the requirements prior to attending.

HOW TO REGISTER:

Registration for Athlete Leadership University is available approximately one month prior to registration deadline. Visit the Athlete Leadership page on the SOIN website for more information.

STATE OFFICE CONTACT:

Elesia Yoon 317-328-2000 ext. 1223 or eyoon@soindiana.org

SUMMER GAMES



DATES June 7-9, 2024

SITES Indiana State University 200 North 7th Street Terre Haute, IN 47809
 Rose-Hulman Institute of Technology 5500 Wabash Avenue Terre Haute, IN 47803

SPORTS Bocce Powerlifting Volleyball (Traditional only) Bowling (Ramp & Doubles only) Swimming Cycling Track & Field

SCHEDULE (All times in Eastern Time Zone)

- Thursday 6-9 p.m. Registration: Thursday arrivals
- Friday 9 a.m.-noon Registration
9 a.m.-noon Healthy Athletes Screenings
Noon-5:30 p.m. Competition
7:30-10 p.m. Opening Ceremony and Dance
- Saturday 8 a.m.-9 p.m. Competition
9 a.m.-4 p.m. Healthy Athletes Screenings
(last screening accepted at 3:15 p.m.)
8-10 p.m. Victory Party
- Sunday 8:30 a.m.-noon Competition

ENTRY DEADLINE & Timeline

BO - Bowling, BC - Bocce, CY - Cycling, PL - Powerlifting, SW - Swimming, TF - Track & Field, VB - Volleyball

Date	Items	How is it Due?	Sports Impacted
April 1	DEADLINE: Bowling Quota Form	Form	BO
April 1	Eligible Athlete Listings sent to programs		
April 15	DEADLINE: Spring Games Entries (no scores/times needed)	GMS	Sports at Area Spring Games
April 22	DEADLINE: Spring Games Qualifying Scores or Times Due	GMS	Sports at Area Spring Games
May 6	DEADLINE: Summer Games Entries	GMS	BC, BO, CY, PL, SW (no scores), VB
May 10	Preliminary Reports sent to Programs		
May 15	DEADLINE: Updated Scores or Times	GMS	TF
May 21	DEADLINE: Times for swimming events	Form	SW
May 24	Invoices sent to programs Final Delegation Reports sent to programs		
May 29	DEADLINE: Updated times for swimming	Form	SW
May 31	DEADLINE: Box Lunch Order Due	Form	

ENTRY FEES

- **\$140** per person for Thursday arrivals (3 nights lodging & 8 meals)
- **\$120** per person for Friday arrivals (2 nights lodging & 6 meals).
- **\$75** per athlete for those housed off-campus (days only, no lodging or meals).

SUMMER GAMES

The Off Campus housing option, in which athletes participate in the Games but are not housed on campus, is available to all County Programs without restriction. County Programs using this option for all or part of their delegation are responsible for making their own housing and meal arrangements, and following all procedures ensuring the safety of their athletes.

HOUSING

1. Entries for Summer Games will be accepted on a first-come, first-served basis for housing until housing capacity is reached.
2. If housing capacity at ISU is reached, Programs may still enter by using the Off Campus entry option and secure their own housing.
3. Delegations may house swimmers and swim coaches at Rose-Hulman.

ENTRY INFORMATION

1. Refer to the Events Policy section for more details regarding entry information.
2. An athlete may enter no more than two (2) sports at Summer Games. In all, he or she may be entered in no more than four (4) events or three (3) events in Swimming. An athlete may enter no more than three (3) events in Track & Field, including relays; and no more than two (2) of those events may be field events. An athlete may enter no more than three (3) events in Cycling.
3. When Special Olympics athletes or Unified Sports® partners require the use of wheelchairs or other mobility assistance devices, participation in team sports (basketball, softball, volleyball, and flag football) likely creates undue health and safety risks for that athlete and others in the game. The County Coordinator may apply to the State Office for special consideration for an athlete who requires such assistance. These requests will be considered on a case-by-case basis. Athletes in question should not compete at any level without State Office approval.

COACHES MEETINGS

- Each sport will host a MANDATORY coaches meeting prior to Summer Games. Each delegation must have a representative present for each sport in which they have athletes or a team competing.
- Delegations failing to have a representative attend the coaches meeting will lose their ability to protest in the sport for which the coaches meeting was not attended.
- Coaches meetings will contain important competition information and give coaches an opportunity to ask any final questions.
- Coaches meeting will take place via Zoom.

HEALTHY ATHLETES

Through the Healthy Athletes® program, Special Olympics Indiana athletes will receive free screenings during Summer Games in a fun, welcoming environment that removes the anxiety and fear that individuals with intellectual disabilities often experience when faced with a visit to the doctor or dentist. Our mission is to improve each athlete's health and fitness, leading to enhanced sports experience and improved well-being. Athletes should intend to visit disciplines based on medical needs or absence in health care. While participating in Healthy Athletes, an athlete may be referred to seek additional care for an identified health concern. Please encourage athletes to follow-up with a primary physician or specialist if they receive a referral.

SCHEDULE

Friday, June 7 9 a.m.-noon All disciplines	Saturday, June 8 9 a.m.-4 p.m. All disciplines (Last screening accepted at 3:15 p.m.)
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LOCATION

Health and Human Services building
 Indiana State University

DID YOU KNOW?







Athletes do not have to be competing at Summer Games to go through Healthy Athletes. The athlete must be compliant (have an Application for Participation on file with the State Office and a current Medical Form).

INCENTIVES

Incentives are specific to the discipline. Examples are a pair of socks at Fit Feet, a toothbrush and/or toothpaste at Special Smiles, and a pair of glasses or sports goggles at Opening Eyes. Finish Line shoes are no longer contingent on Healthy Athletes screenings.

For last minute up-to-date information, look for the Summer Games webinar posted on Special Olympics Indiana resource page, the Summer Games Pre-Arrival Guide, and the Summer Games Handbook.

DISCIPLINES

	FIT FEET (Podiatry) Estimated time: 15 minutes		HEALTHY HEARING (Audiology) Estimated time: 25 minutes
	FUN FITNESS (Physical Therapy) Estimated time: 45 minutes		OPENING EYES (Vision) Estimated time: 45 minutes
	HEALTH PROMOTION (Better Health & Well-Being) Estimated time: 30 minutes		SPECIAL SMILES (Dentistry) Estimated time: 20 minutes

STATE OFFICE CONTACT

Kyle Moran, kmoran@soindiana.org

SUMMER GAMES

Tentative Competition Schedule

The final schedule will be determined by the number of entrants in each event.

	BOCCE	BOWLING	CYCLING	POWERLIFTING
FRIDAY AFTERNOON	GROUP A Traditional Doubles Traditional Team Unified Doubles Unified Team GROUP B OFF	Traditional Doubles Unified Doubles	PRELIMINARY ROUND 1K Time Trial Individual Adaptive Cycle Adaptive Tandem Unified Tandem 5K Time Trial Individual Adaptive Cycle Unified Tandem 5K Road Race Individual	WEIGH-INS (all lifters)
FRIDAY EVENING	NO COMPETITION — Opening Ceremony in Hulman Center			
SATURDAY MORNING	GROUP A Traditional Doubles Traditional Team Unified Doubles Unified Team GROUP B OFF	Assisted Ramp Traditional Doubles	FINALS ROUND 2K Road Race Individual 500m Time Trial Individual Adaptive Cycle Adaptive Tandem 1K Time Trial Individual Adaptive Cycle Adaptive Tandem Unified Tandem	Schedule determined by weigh-ins
SATURDAY AFTERNOON	GROUP A OFF GROUP B Traditional Doubles Traditional Team Unified Doubles Unified Team	Traditional Doubles Unified Doubles	FINALS ROUND 2K Time Trial Individual Adaptive Cycle Adaptive Tandem Unified Tandem	Schedule determined by weigh-ins
SATURDAY EVENING	COMPETITION (if needed)	NO COMPETITION	NO COMPETITION	NO COMPETITION
SUNDAY MORNING	GROUP A OFF GROUP B Traditional Doubles Traditional Team Unified Doubles Unified Team	Assisted Ramp Traditional Doubles		Schedule determined by weigh-ins

SUMMER GAMES

Tentative Competition Schedule

The final schedule will be determined by the number of entrants in each event.

	SWIMMING	TRACK & FIELD	VOLLEYBALL
FRIDAY AFTERNOON	100yd Individual Medley FINALS 25yd Freestyle TRIALS 25yd Butterfly TRIALS 50yd Backstroke TRIALS 4 x 25yd Freestyle Relay FINALS 200yd Freestyle FINALS	800m Run FINALS Running Long Jump FINALS 100m Dash PRELIMS 100m Wheelchair FINALS 400m Dash FINALS 200m Dash PRELIMS 200m Wheelchair FINALS Level 2 - OFF	GROUP A POOL PLAY
FRIDAY EVENING	NO COMPETITION — Opening Ceremony in Hulman Center		
SATURDAY MORNING	100yd Freestyle FINALS 25yd Backstroke TRIALS 4 x 50yd Medley Relay FINALS 25yd Breaststroke TRIALS 50yd Freestyle TRIALS 4 x 25yd Medley Relay FINALS	All Levels Competing 1500m Run FINALS Level M Events FINALS Level 1 Events FINALS Standing Long Jump FINALS 100m Dash FINALS 200m Dash FINALS 4x100m Relay PRELIMS	GROUP B POOL PLAY
SATURDAY AFTERNOON	NO COMPETITION	50m Dash PRELIMS Level M Events FINALS Level 1 Events FINALS Softball Throw FINALS 400m Walk FINALS Level 3 - OFF	SEMI-FINAL MATCHES
SATURDAY EVENING	NO COMPETITION	NO COMPETITION	SEMIFINAL MATCHES (if needed)
SUNDAY MORNING	25yd Freestyle FINALS 25yd Butterfly FINALS 50yd Backstroke FINALS 25yd Backstroke FINALS 25yd Breaststroke FINALS 50yd Freestyle FINALS	800m Walk FINALS Shot Put FINALS 50m Dash FINALS Mini-Javelin Throw FINALS 4x100m Relay FINALS	CONSOLATION AND FINAL MATCHES

BOCCE



TRADITIONAL EVENTS

Traditional Doubles
Traditional 4-person Team

UNIFIED EVENTS

Unified Doubles
Unified 4-person Team

Athletes and Unified partners must be at least 30 years old to compete in Bocce.

The Official Special Olympics Sports Rules for Bocce shall govern all Special Olympics competitions. Special Olympics has created these rules based International Federation for Bocce rules, which shall be employed except when they are in conflict with the [Official Special Olympics Sports Rules for Bocce](#).

COMPETITION MANAGEMENT

1. Event Limits
 - a. Athletes may compete on one (1) Doubles team only (Traditional or Unified), but not both.
 - b. Athletes may compete on one (1) 4-person Team only (Traditional or Unified), but not both.
 - c. Within an event, athletes and Unified partners may only compete on one (1) team.
2. Qualification Scores
 - a. A qualification score is required for each individual on a bocce doubles and 4-person team entered. The individual scores of each participant will be added together to create the team qualifying score.
 - b. The team qualification score shall be the basis for division placement in Summer Games.
 - c. The team qualification score will be the total of all individual teammate qualification scores, which will be totaled together by our Games Management System (GMS).
 - d. For entry purposes and deadlines, submit each individual's qualification score ONLY during the entry process.

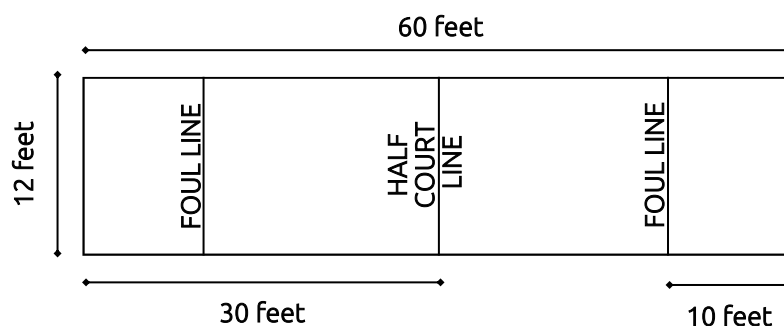
DIVISIONING

1. Teams score will be compiled of all individual's entry scores per team submitted during the entry process.
2. Counties will be divided into either a Session A or Session B based on county team numbers.
3. After being placed into a session, teams will be placed into divisions by qualification scores of the team.
4. Teams from the same county may be placed into the same division.
5. Teams are not disqualified based on Maximum Effort for Bocce.

SPORT RULES

COURT AND EQUIPMENT

1. The court is an area 12-feet by 60-feet.
2. Court surface may be composed of stone-dust, dirt, clay, grass or artificial surface.
3. Court walls are the side and end walls of the court and may be composed of any rigid material.
 - a. The walls must be at least as high as the bocce balls.
4. Court markings
 - a. Foul lines: 10-feet from both backboards behind which competitors may toss their bocce balls. The foul line opposite the players throwing is also known as the 50-foot marker.
 - b. Half-court line: 30-feet from both backboards that marks the midway point, also known as the 30-foot marker.
5. Bocce balls may be composed of wood, metal or hard plastic of equal size.
 - a. Sizes may be from 107mm to 110mm.
6. Bocce is played with eight (8) balls and one (1) smaller target or object ball called the pallina.
 - a. There are four (4) balls to a side or team, and they are generally made in two (2) colors to distinguish the balls of one (1) team from those of the opposing team.
 - b. The pallina may be from 48mm to 63mm in diameter and should be a color visibly distinct from both teams' bocce ball colors.





UNIFORM SPECIFICATIONS

1. Players will dress in a manner which will bring credit to them and the sport of bocce.
2. Players must wear closed-toed shoes that will not damage or disrupt the court surface.
3. Shirts that identify the Special Olympics program are preferred.
4. Prohibited apparel
 - a. Cutoffs, tank tops, sleeveless t-shirts or anything with advertisements or inappropriate subject matter.
5. The Bocce Sport Management Team or sport official shall have the authority to bar offenders from competition until they comply with the rule.

GENERAL RULES

1. Team Competition
 - a. Traditional
 - i. Traditional doubles teams shall consist of two (2) athletes per team.
 - ii. Traditional 4-person teams shall consist of four (4) athletes per team.
 - b. Unified Sports®
 1. Unified doubles teams shall consist of one (1) athlete and one (1) Unified partner.
 2. Unified 4-person teams shall consist of two (2) athletes and two (2) Unified partners.
2. Pallina and Color
 - a. A coin toss by the referee will determine which team has the pallina or choice of ball color.
3. Three Attempt Rule
 - a. The team possessing the pallina will have three (3) attempts at placing the pallina past the half court line (30-foot marker) and before the opposite foul line (50-foot marker). See the Court and Equipment section for a visual aid.
 - b. If these three (3) attempts are unsuccessful, the opposing team will have one (1) opportunity to place the pallina.
 - c. If this attempt is unsuccessful, the referee will place the pallina in the center of the court width at the 40-foot mark.
 - d. However, at no time does a team lose its earned pallina advantage to deliver the first ball.
4. Sequence of Play
 - a. The pallina is rolled or tossed by a member of the team having won the coin toss to start the game.
 - b. The player tossing the pallina must deliver the first ball.
 - c. The opposing team will then deliver their bocce balls until the point is taken or they have exhausted their four (4) balls.
 - d. This "nearest ball" rule governs the sequence of played balls.
 - e. The side whose ball is closest to the pallina is called the "in" ball and the opposing side the "out" ball.
 - f. Whenever a team gets "in", it steps aside and allows the "out" team to deliver.
5. Initial Point
 - a. It is always incumbent upon the team with the pallina advantage to establish the initial point.
 - b. Example:
 - i. Team A tosses the pallina and delivers the first ball.
 - ii. Team B elects to hit Team A's ball out of position.
 - iii. In doing so, both balls fly out of the court, leaving only the pallina.
 - iv. It is incumbent upon Team A to re-establish the initial point.
6. Ball Delivery
 - a. A team has the option of rolling, tossing, banking, etc. its ball down the court, provided it does not go out-of-bounds or the player does not violate the foul markers.
 - b. A player also has the option of "spocking" or hitting out any ball in play in trying to obtain a point, or decreasing the opposing team's points.
 - c. If at any point the pallina is knocked outside the court, the pallina shall be placed at the point it exited the court, and the normal sequence of play continues.
 - d. All ball delivery attempts must be of an underhand style.



BOCCE

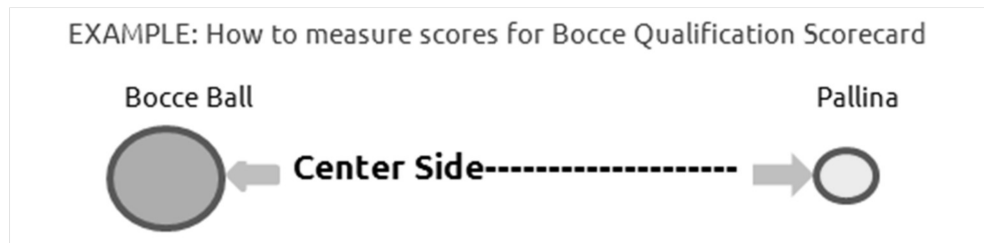
- g. Number of Balls Played by each Player
 - a. Doubles – each player is allowed to play two (2) balls.
 - b. 4-person Team – each player is allowed to play one (1) ball.
8. Rotation of Players
 - a. The players of any given team may elect to play their ball in any rotation provided the player who tosses the pallina delivers the first ball.
9. Scoring
 - a. At the end of each frame (when both teams have exhausted all balls), points will be determined as follows:
 - i. Scoring points are all those balls from one (1) team closer to the pallina than the closest ball of the opposing team, which can be determined by viewing or by mechanical measurements.
 - ii. The scoring team for each frame will also win the pallina advantage for the subsequent frame.
 - iii. The referee will be responsible for validity of the scorecard at the end of each frame.
10. Ties During Frame
 - a. In the event that two (2) opposing balls are equidistant from the pallina (tied), the team that rolled last will continue to roll until the tie is broken.
 - b. Example
 - i. Team A rolls a ball for the pallina, and Team B rolls its ball for the pallina.
 - ii. The referee determines that both balls are 13 inches away from the pallina.
 - iii. Team B must roll until it has a point closer than 13 inches away from the pallina.
11. Ties at the End of Frame
 - a. In the event that the two (2) closest balls to the pallina belong to the opposing teams and are tied, no points will be awarded.
 - b. In the next frame, the pallina returns to the team which delivered it in the previous frame.
12. Winning Score
 - a. The first team to score 12 points or the leader when the time limit (30 minutes) is reached will be declared the winner
13. Alternates & Substitutes
 - a. Each delegation can place as many athletes as they want on their list of alternates. Identify the alternates list as “Bocce Alternates” on the Team & Relay Entry Form.
 - b. Only one (1) substitution will be allowed per team for the tournament. Alternates may take the place of any player on the team. In Unified competition, only athletes may substitute for athletes, and only Unified partners may substitute for Unified partners.
 - c. Once a player has registered with the Officials to substitute, they may NOT substitute for any other team within the same event. Alternates are held to the same event limits as other players.
 - d. Substitutions procedure:
 - i. Officials must be notified of any substitutions PRIOR to the start of any game, and all substitutions must take place between games ONLY.
 - ii. Once a game has started, substitutions will only be allowed in the case of a medical emergency or another verifiable emergency.
 - iii. Emergency substitutions will only be made at the end of a frame. If this is not possible, the frame will be considered dead.
 - iv. Once an emergency substitution has been made, the alternate must complete the game and all consecutive games for the tournament.
17. Forfeits
 - a. A team will forfeit a match if it cannot start and finish the match with the previously announced team members (original line up or line up after placing substitute).
18. Coaching
 - a. Coaching is prohibited once the competitors step onto the field of play.
 - b. Coaches and spectators are restricted from entering the field of play.
 - c. If it is determined that a coach or spectator is violating the rules, the Bocce Sport Management Team may impose sanctions on the offending individual including, but not limited to, a verbal warning, citation for unsportsmanlike conduct, or expulsion from competition.

BOCCE



GENERAL RULES FOR DETERMINING INDIVIDUAL QUALIFICATION SCORE

1. Purpose
 - a. To measure the participant's ability for placement in an appropriate division for competition.
2. Equipment
 - a. A grass bocce court area 12-feet x 60-feet. Bocce balls, composed of resin, and one (1) smaller target or object ball called the pallina.
3. Description
 - a. Each athlete should play three (3) modified games, called a set. The athlete should not surpass the foul line when they plays the allotted balls.
 - b. The referee should place the pallina at the 30-foot line, and the player should play eight (8) balls. The referee will measure the closest three (3) balls and record their distance in inches.
 - c. The referee will then place the pallina at the 40-foot line, and the player should play eight (8) balls. The referee will measure the closest three (3) balls and record their distance in inches.
 - d. The referee will then place the pallina at the 50-foot line, and the player should play eight (8) balls. The referee will measure the closest three (3) balls and record their distance in inches.
 - e. At practice, the coach shall serve as the referee.
4. Scoring
 - a. Measurements will be taken from the center side (the side and center of the ball closest to the pallina) of the bocce ball to the center side (the side and center of the pallina closest to the bocce ball) of the pallina, for a total of nine (9) measurements (3 measurements at the 3 distances), the sum of which becomes the athlete's divisioning score. Example below.
 - b. For doubles and teams, the sum of the athletes and Unified partners divisioning scores shall be the doubles and team's divisioning score - 18 measurements for doubles and 36 measurements for teams.
 - c. See the Bocce Qualification Scorecard.
5. During the divisioning process, if the pallina is moved from its spot at 30-feet, 40-feet or 50-feet, it is to be replaced on the spot before the next ball is rolled and before any measurements are taken.



BOCCE Qualification Scorecard

Athlete's / Unified Partner's Name: _____

County Program: _____



DISTANCE	MEASUREMENT (INCHES)			
	1	2	3	TOTAL
30 feet				
40 feet				
50 feet				
TOTAL =				
INDIVIDUAL ENTRY SCORE				

NOTE

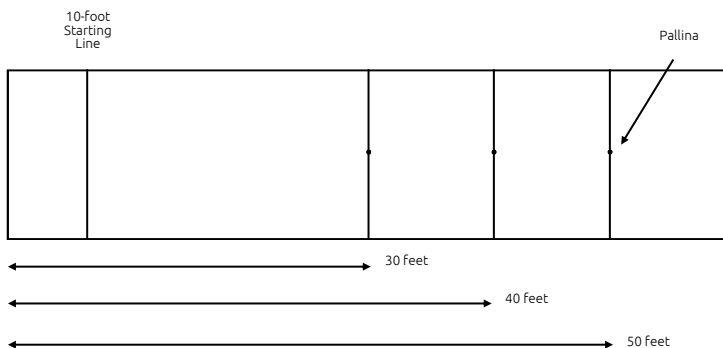
1. Do NOT submit this form as the entry form. Use this form for entry score calculation only.
2. Place the TOTAL as the entry score.
3. The total represents the individual's entry score. The individual's total entry score is the score to submit to the state office for the entry score.

SCORING:

1. The athlete / Unified partner will throw eight (8) bocce balls from each of the three (3) distances.
2. Measure the closest three (3) balls at each distance.
3. Measurements will be taken from the closet side of the ball to the closest side of the pallina.
4. Record the total distance in inches.
5. Place the pallina on the target distance for each throw.
6. If the pallina is moved / hit, replace the pallina to the target distance before the next throw.
7. Each of the three (3) distances will have three measurements, nine (9) measurements in total. All nine (9) measurements added together will be the qualification score that is used for the individual's entry.

TEAM SCORE

Alternates must enter scores, but scores will not be used for double or team scores until the alternate replaces a team member.



BOWLING



MODIFIED EVENTS

Assisted Ramp

TRADITIONAL EVENTS

Traditional Doubles

UNIFIED EVENTS

Unified Doubles

The Official Special Olympics Sports Rules for Bowling shall govern all Special Olympics competitions. Special Olympics has created these rules based upon World Bowling (WB) rules, which shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Bowling or Article I. In cases such as this, the [Official Special Olympics Sports Rules for Bowling](#) will be used.

COMPETITION MANAGEMENT

1. Bowling Quota
 - a. Due to facility constraints, a quota must be established for the bowling competition. The State Office will distribute bowling quotas based on response to the Bowling Quota Request Form (due back to the State Office by April 1, 2024).
1. The State Tournament is a Handicap tournament. In a handicap tournament the final score is the total pin fall plus the bowler's handicap added together.
2. The handicap is based on 100 percent of the difference of the bowler's average and 200.
3. The Bowling Sport Management Team shall be the final authority for all rule interpretations and appeals during the tournament.
4. Blind or Vacancy
 - a. If an athlete arrives after the game has completed four (4) frames, or if he misses a game completely, a blind score will be given for that game and they will begin bowling at the start of the next game.
 - b. The blind score is calculated by subtracting 10 pins from the entry score for the tournament.
For example, if the bowler's entry score is 120, the blind score will be 110 (120 minus 10).
5. Illness or Injury
 - a. If an athlete gets sick or injured once the game has started, the following procedure will be used to determine the score for the game.
 - i. For the remaining frames, the bowler will receive 1/10 of his average per frame.
 - ii. Example: If a bowler has an entry score of 100, they will receive 10 pins per frame for the portion of the game that they are unable to bowl.
 - b. If the injury occurs in the first game and they are unable to bowl the second or third game, he will receive a blind score for each of those two (2) remaining games.
7. Bowling Etiquette
 - a. If two (2) athletes line up to bowl at the same time on adjacent lanes, the athlete on the right has the priority to bowl first.
 - b. Due to time constraints at the State Tournament, a time limit will be imposed on the slower divisions.
 - i. All morning session bowlers must complete their second game before 11:30 a.m. or they will be stopped after the second game.
 - ii. For afternoon session bowlers, they must complete their second game before 4:00 p.m. or they will be stopped.
 - iii. Similar time constraints may be used at the Area Tournament.

DIVISIONING

1. Traditional Doubles:
 - a. Bowlers will be divisioned by gender, age, and ability.
 - b. There will be 3 - 8 athletes per division.
 - c. Gender groups and age groups will be combined as needed to provide for meaningful competition.
 - d. Divisioning by ability is based on the bowler's reported twelve (12) game average, handicaps not included. For teams, the averages of both athletes will be combined.
 - e. There will be no more than a 20% difference between the highest average and the lowest average in the division.
2. Ramp Bowlers
 - a. Ramp bowlers will be placed in their own ramp divisions.
 - b. Ramp bowlers will be divisioned by gender and ability level.
 - c. Divisioning by ability is based on the bowler's reported average, handicaps not included.
 - d. There will be 3 - 8 athletes per division.
 - e. There will be no more than a 20% difference between the highest average and the lowest average in the division.



BOWLING

- f. Gender groups may be combined if space is limited or there are not a minimum of 3 athletes to make up a division.
3. Unified Doubles
 - a. Bowlers will be divisioned by age and ability.
 - b. There will be 3 - 8 athletes per division.
 - c. Divisioning by ability is based on the bowler's reported average, handicaps not included. For teams, the averages of both the athlete and Unified Partner will be combined.
 - d. Age groups will be combined as needed to provide for competition.
 - e. There will be no more than a 20% difference between the highest average and the lowest average in the division.
4. Athletes and Teams will not be disqualified for Maximum Effort for bowling.

SPORT RULES

UNIFORM SPECIFICATIONS

1. Players will dress in a manner which will bring credit to them and the sport of Bowling.
2. Players must wear bowling shoes.
3. Shirts with collars that identify the Special Olympics program are preferred.
4. Prohibited apparel includes: cutoffs, tank tops, sleeveless shirts, hats, or anything with advertisements or inappropriate subject matter.
5. The Bowling Sport Management Team or sport official shall have the authority to bar offenders from competition until they comply with the rule.

EQUIPMENT

1. Coaches must provide any special equipment for their bowlers (i.e., handle ball, ramp).
2. All special equipment must be approved by the Bowling Sport Management Team.

GENERAL RULES

1. Athletes will bowl the cross-lane method (exception - Assisted Ramp).
2. Bumpers of any type shall NOT be used during competition at the County, Area or State Tournament.
3. Fouls
 - a. A foul occurs when a part of the player's person encroaches on or goes beyond the foul line and touches any part of the lane, equipment or building during or after a delivery
 - i. Foul on the first ball: Reset the pins. The pin fall for the second ball is the score for that frame.
 - ii. Foul on the second ball: The bowler receives zero (0) pin fall for the second ball. The score for that frame is the pin fall for the first ball.
6. Bowling on the Wrong Lane
 - a. A dead ball shall be called and the player or players required shall re-bowl on the correct lane when one player bowls on the wrong lane.
7. When the following occurs the delivery counts but the resulting pin fall does not:
 - a. A ball leaves the lane before reaching the pins.
 - b. A ball rebounds from the rear cushion.
 - c. A pin rebounds after coming in contact with the body, arms or legs of a human pinsetter.
 - d. A pin is touched by mechanical pin setting equipment.
 - e. Any pin knocked down when dead wood is being removed.
 - f. Any pin knocked down by human pinsetter.
 - g. The player commits a foul.
 - h. A delivery is made with dead wood on the lane or in the gutter and the ball constacts such dead wood before leaving the lane surface.
 - i. A ball comes out of the gutter and knocks down pins.
8. Athletes using a ramp may not compete in Unified Team competition.

GENERAL RULES FOR DOUBLES COMPETITION

1. Doubles teams can be all male, all female, or coed.
2. Unified doubles teams shall consist of one (1) athlete and one (1) Unified partner.
3. Doubles competition will consist of a four (4) game series.
4. Final scores will be determined by adding the actual pinfall and the doubles team handicap.

BOWLING



GENERAL RULES FOR ASSISTED RAMP COMPETITION

1. County Programs must provide the ramps their athletes will use during the ramp bowling competition.
2. Bowlers in the Assisted Ramp division will bowl a four (4) game series.
3. Bowlers in the Assisted Ramp division will not use the cross-lane method of bowling.
4. Each ramp bowler will bowl frames consecutively. The format for one (1) game is:
 - four (4) frames - four (4) frames - two (2) frames.
 - This rule modification is designed to promote the pace of play.
5. County Programs **MUST** provide a ramp assistant for each ramp bowler.
 - a. Assistants must be registered as a Class A volunteer and be entered as a ramp assistant in GMS.
 - b. Assistants will be required to go through a ramp assistant meeting.
 - c. If you have an athlete who is entered in ramp bowling and does not need a ramp assistant, please notify the Tournament Director.
6. Ramp assistants may help ramp bowlers set their equipment on the lane, while allowing the athlete to do as much as physically possible.
 - a. The assistant may help initially line up the ramp.
 - b. The assistant may set the ball on the ramp.
 - c. After the ball is set on the ramp, the assistant must keep their back to the pins. The assistant can adjust the ramp based on the direction (either verbally or by physical cues) from the athlete.
 - d. The assistant may not give forward impetus to the ball. The athlete must provide the force that pushes the ball down the ramp toward the pins.



CYCLING

The Official Special Olympics Sports Rules for Cycling shall govern all Special Olympics competitions. Special Olympics has created these rules based upon Union Cycliste International (UCI) rules, which shall be employed except when they are in conflict with the [Official Special Olympics Cycling Sport Rules](#).

	MODIFIED EVENTS		TRADITIONAL EVENTS							UNIFIED EVENTS	
LEVEL	1 Adaptive Cycle	2 Adaptive Cycle	3	4	5	6	7	8	9	10 Adaptive Tandem	11 Unified Tandem
BICYCLE	Non-standard bicycle with one (1) rider. <i>(See rules below).</i>		Standard, two-wheeled, single-rider bicycle.							Three-wheeled, two-person unit.	Standard tandem.
EVENTS	500 TT 1K TT 2K TT	1K TT 2K TT 5K TT	500 TT 1K TT 2K TT	1K TT 2K TT 5K TT	1K TT 2K TT 5K RR	2K TT 2K RR 5K TT	2K TT 2K RR 5K RR	2K TT 5K TT 5K RR	2K RR 5K TT 5K RR	500 TT 1K TT 2K TT	1K TT 2K TT 5K TT
FITNESS LEVEL	Lower	Higher than Level 1	Lower	Moderate	Moderate	Moderately High	Moderately High	High	High		
RIDING SKILLS	Lower	Lower	Lower, but can ride standard bicycle	Low Pack Riding Skills	Moderate Pack Riding Skills	Moderate Pack Riding Skills	High Pack Riding Skills	Moderate Pack Riding Skills	High Pack Riding Skills		

In table, TT = Time Trial, RR = Road Race. See rules below for differences.
500 = 500 meters; 1K = 1000 meters; 2K = 2000 meters; 5K = 5000 meters.

COMPETITION MANAGEMENT

- Athletes and tandems may select up to three (3) Cycling events.
- Athletes and tandems must stay within one (1) level only.
- Athletes and tandems must provide a time for their 1K time trial on the entry form.
- The Head Coach of each Cycling delegation must have been certified by attending a Special Olympics Cycling Coaches Training School.

DIVISIONING

- A preliminary time trial shall be conducted as a means to determine a cyclist's riding ability and; consequently, for placement in an appropriate competition division.
 - For distances of 1K, 2K, and 5K (whether Time Trial or Road Race), event divisions will be based upon a 1K preliminary time trial. Competitors will have one (1) 1K preliminary time trial only.
 - If an athlete or Unified tandem is in a 500m event and another event, they will have two (2) preliminary time trials - one 500m preliminary time trial and one 1K preliminary time trial.
- Athletes are put into their final divisions based on age and preliminary round time.
- Athletes and Teams will not be disqualified for Maximum Effort for cycling.
- There will be no more than a 30% difference between the highest average and the lowest average in the division.

SPORT RULES

UNIFORM & EQUIPMENT SPECIFICATIONS

- The following is the approved uniform/equipment list and is required for cycling competition:
 - Running shorts, basketball shorts, cycling shorts, sweatpants, Jogging pants, t-shirts, tank-tops, sweatshirts, athletic shoes, cycling shoes, tennis shoes, basketball shoes, running shoes, and cross-trainers.
- The following uniform/equipment list will disqualify the individual from competition if worn:
 - Denim slacks or shorts, casual wear, dress slacks or shorts, tennis shorts, button-down casual shirts, golf shirts, shirts with collars, ads for alcohol or tobacco products, hard-soled shoes, sandals, and hiking boots.
- Competitors must wear helmets which meet the safety standards of the US Consumer Product Safety Commission.
 - Competitors are responsible for providing their own helmet.
- The Cycling Sport Management Team reserves the right to disallow the use of equipment deemed unsafe or not meeting safety standards.
- Adaptive cycles may include recumbent, adult tricycles, bicycles with outriggers or other approved modifications. The Cycling Sport Management Team has final authority on what is considered an acceptable adaptive cycle.

CYCLING



GENERAL RULES

1. Time Trial Rules
 - a. A time trial consists of an individual racing against the clock.
 - b. Competitors shall depart at 30-second or 60-second intervals.
 - c. The start order for the final round of competition shall be the slowest rider to the fastest rider.
 - d. The rider may be held with his or her feet on the pedals for the start of the time trial.
 - e. The start is by a gun or whistle.
 - f. Drafting is NOT allowed.
 - g. Cyclists must keep at least one (1) hand on the handle bars at all times, even at the finish line.
 - h. The time trial shall be declared finished when the front tire crosses the finish line.
2. Road Race Rules
 - a. A road race consists of a mass start event.
 - b. The course is a closed circuit.
 - c. The start is by a gun or whistle.
 - d. Drafting is allowed.
 - e. Cyclists must keep at least one (1) hand on the handle bars at all times, even at the finish line.
 - f. Cyclists may not impede other competitors, which may be cause for a warning and/or disqualification.
 - g. The cyclist shall be declared finished when the front tire crosses the finish line.
 - h. Recorded times are for cyclists use only. Awards are based on placing only.
3. Tandem Rules
 - a. In Adaptive and Unified tandem competition, the team shall consist of one (1) athlete and one (1) Unified partner, either of whom may assume the driver position (front) or the stoker position (rear).
 - b. The same tandem that competed in the preliminary round must compete in the final round. Alternates are not allowed once competition has begun.

BICYCLE HELMET SAFETY STANDARDS (as determined by the U.S. Consumer Product Safety Commission - CPSC)

1. Helmets specifically marketed for exclusive use in an activity such as skateboarding, in-line skating, baseball, or roller hockey are not covered by the requirements for bicycle helmet; consequently, these helmets are NOT allowed.
2. Each bicycle helmet must have a label certifying that the helmet meets the requirements of CPSC standards.
3. Helmets must:
 - a. NOT block the rider's vision,
 - b. NOT come off when the rider falls,
 - c. NOT have straps that stretch enough to let the helmet come off in an accident, and
 - d. Significantly reduce the force to the rider's head when the helmet hits a hard surface.
4. CPSC offers the following tips on how to correctly wear a helmet:
 - a. Wear the helmet flat atop the head, not titled back at an angle,
 - b. Make sure the helmet fits snugly and does not obstruct one's field of vision, and
 - c. Make sure the chin strap fits securely and that the buckle stays fastened.



BICYCLE SAFETY STANDARDS (as determined by the U.S. Consumer Product Safety Commission - CPSC)

1. When selecting a bicycle, consider the following:
 - a. If you're buying a bicycle for a child, choose one to fit the child's size today, not one he or she will "grow into" later.
 - b. A bicycle should suit the rider's ability and kind of riding.
 - c. Check hand and foot brakes for fast, easy stops without instability or jamming.
 - d. Avoid slippery plastic pedals. Look instead for rubber-treated pedals, or metal pedals with serrated rattrap edges or with firmly attached toe clips.
2. To ensure safety and top performance, bicycle maintenance is necessary, including:
 - a. Regular maintenance is essential for safe riding. Refer to the owner's manual for the manufacturer's maintenance recommendations. An experience repair technician should do complicated work.
 - b. Align (or "true") wobbly wheels for better control. Spokes also may need adjustment.
 - c. Replace all missing, damaged, or worn parts; for example, brake pads, chain guards, chain links, spokes, screws and bolts, handlebar grips.
 - d. Tighten and/or adjust loose parts.
 - e. Periodically inspect frame, fork, spindles and other components for cracking.
 - f. Parts should be adjusted to manufacturer's torque specifications.
 - g. Inflate tires to recommended pressure, and replace worn ties.
 - h. Lightly oil and clean moving parts. Keep oil off rubber.
 - i. Keep bicycle indoors when not in use - moisture may cause rust and weaken metal parts.



POWERLIFTING

TRADITIONAL EVENTS

- Bench Press
- Deadlift
- Squat
- Combination (Bench Press, Squat and Deadlift)

UNIFIED EVENTS

- Unified Bench Press
- Unified Deadlift
- Unified Squat
- Unified Combination (Bench Press, Squat and Deadlift)

Athletes must be at least 14 years old to compete in Powerlifting.

The Official Special Olympics Sports Rules for Powerlifting shall govern all Special Olympics competitions. Special Olympics has created these rules based upon International Powerlifting Federation (IPF) rules, which shall be employed except when they are in conflict with the [Official Special Olympics Sports Rules for Powerlifting](#).

An athlete with Down Syndrome who has been diagnosed with Atlanto-Axial Instability may not participate in the back squat lift in Powerlifting.

COMPETITION MANAGEMENT

- Athletes in Powerlifting must be at least 14 years old by June 7, 2024 to be eligible.
- The Head Coach of each Powerlifting team must have been certified by attending a Special Olympics Powerlifting Coaches Training School or another training offered and approved by Powerlifting's National Governing Body (NGB).
- Athletes will be weighed in while wearing their competitive uniform (singlet/lifting suit, or tight shirt, shorts, socks, and shoes).
- Athletes must attend weigh-ins on the day their anticipated weight class is scheduled to compete.
- The coaches must declare the athletes' opening lift for each event during the weigh-in.
- Order of Competition
 - The order of events shall be 1) Squat 2) Bench Press 3) Deadlift.

DIVISIONING

- Athletes will be divided by gender.
- Athletes will be put in divisions based on their weight class. Weight class is established on the weight at weigh ins.
- Athletes from the same county may be placed in the same division.
- The Wilkes Formula will be used when there are not at least three (3) athletes in a weight class.
- Divisions of not less than three (3) lifters or more than eight (8) lifters will be made using the following criteria.
 - Lifters will be put in the appropriate weight class based on their body weight at weigh-in.
 - Lifters can then be divisioned within the weight class based on body weight.
- Athletes will not be disqualified for Maximum Effort for Powerlifting.

WEIGHT CLASSES	
MALE	FEMALE
117 lbs and under	95 lbs and under
118-130 lbs	96-103 lbs
131-145 lbs	104-114 lbs
146-163 lbs	115-125 lbs
164-183 lbs	126 -139 lbs
184-205 lbs	140 -158 lbs
206-231 lbs	159-185 lbs
232-264 lbs	186 lbs and up
265 lbs and up	

CONVERSION CHART

- Competition will be using kilograms. A conversion chart can be found in the Official Special Olympics Powerlifting Rules.
- To convert kilos to pounds, multiply kilos by 2.2046. Rules state that poundage's shall be rounded off by reducing to the nearest quarter, i.e., 107.5 kilos multiplied by 2.2046 equals 236.99450. The poundage then becomes 236—3/4 rather than 237.

SPORT RULES

UNIFORM SPECIFICATIONS

- The lifting costume shall consist of a one-piece, full length lifting suit of one-ply stretch material without any patches or padding. A non-supportive weightlifting/wrestling type suit is also a legal suit. The straps of the suit must be worn over the shoulders at all times while lifting in competition.
- No sweat pants or shorts are allowed.
- A singlet with a T-shirt underneath must be worn by all competitors during all events.
- Socks may be worn. Long socks (at least to the knee) must be worn for the Deadlift.
- Some type of shoe or boot (i.e. trainer or powerlifting boots) must be worn. The height of the heels shall not exceed 5cm. Hiking or work boots are not permitted.
- Athletes with physical disabilities may wear a two-piece outfit with both upper and lower pieces being form fitting

POWERLIFTING



and snug to the body.

EQUIPMENT

1. A belt made of leather, vinyl, nylon, or other similar non-stretch or non-metal (other than buckle and stud attachments material) may be worn on the outside of the suit. The belt may not encircle the body more than once. A lifting belt must be used in the deadlift. The athletes must provide their own.
2. Gloves may not be used.
3. Bandages of rubber or supports of rubber substitutes are forbidden.
4. The use of oil, grease, and all other lubricants is strictly prohibited. Baby powder may be used.
5. Wrist
 - a. Bandages of gauze or medical crepe may be worn with a maximum width of 8cm (3-1/4") and a maximum length of one (1) meter (3' 3-1/2").
6. Knee
 - a. Bandages of gauze or medical crepe may be worn with a maximum length of two (2) meters (6' 6-3/4").
 - b. Alternatively, an elastic knee cap may be worn with a maximum length of 20cm (8 inches). A combination of the two (2) is forbidden.
 - c. Any other type of brace or wrap, other than those specified in #4 and #5 above, require a physician's note.

GENERAL RULES

1. The Chief Referee shall be seated in front of the platform. The three (3) referees may seat themselves according to the best points of vantage; usually the head judge sits directly in front of the platform and the other two (2) judges on each side of the platform.
2. The bar is loaded progressively; the lifter taking the lowest weight will lift first. In no case can the bar be reduced to a lighter weight when the lifter has performed a lift with the weight announced.
3. Round's System
 - a. Lifters will be divided into flights of no more than 14 lifters. The lifter with the lightest attempt will lift first and the weight will progressively increase until the 14th lifter has lifted. The bar will be unloaded and second attempts will be performed in the same fashion, followed by the third attempt. Then the next flight will lift.
 - b. Each competitor has one (1) minute from the calling of their name to the start of the attempt. If the delay exceeds one (1) minute, the attempt shall be forfeited. Lifters with physical disabilities declared at weigh-in will be granted extra time, up to three (3) minutes).
 - c. First round attempts should be submitted at weigh-ins. After completing an attempt, once the lights are activated, a lifter must submit the next attempt within one (1) minute. If no weight is submitted within the time limit, the lifter will be granted a 5-pound increase on the next attempt. If no weight is submitted, and the previous attempt failed, no weight increase will be granted.
4. If a lifter, after the referee's inspection, changes part of their costume, belt, or bandages or puts on anything which has not been authorized or which is contrary to the rules, they shall immediately be disqualified from the competition.
5. Each athlete must have an accurate lift recorded for each event entered.
6. Individuals will be placed in competitive divisions according to age group, gender, and qualifying score. The Powerlifting Sport Management Team reserves the right to re-classify or disqualify any individual whose pre-tournament scores do not fairly represent their ability.
7. In Powerlifting, athletes may be entered in each of the four (4) events offered.

LIFTING STANDARDS

1. Bench Press Standards
 - a. The lifter must assume the following position on the bench, and maintain the position during the entire lift; the head and trunk (including buttocks) must be in contact with the surface of the bench, and the feet must be on the floor. The hands must grip the bar with thumbs around grip, thus locking the bar safely in the hands.
 - b. After removing the bar from the racks, the lifter shall wait with elbows and arms in full extension for the Chief Referee's signal. The signal will consist of a downward movement of the arm with the audible command "START OF DOWN".
 - c. When the bar is absolutely motionless against the chest, the Chief Referee will give the audible command "PRESS".
 - d. After the referee's signal, the bar is pressed vertically to straight arm's length and held motionless for the referee's signal to replace the bar. This signal will be a backward movement of the arm with the audible command "RACK".
 - e. The spacing of the hands shall not exceed 81cm measured between the forefingers.
 - f. For the lifters whose feet do not touch the floor, the platform may be built up with 45lb plates to provide firm footing.



POWERLIFTING

- a. Reasons for Disqualifications in the Bench Press
 - i. During the lift, any change of the lifting position.
 - ii. Any raising or shifting of the lifter's head, shoulders, buttocks or legs from the bench, or movement of the feet.
 - iii. Any heaving or bouncing of the bar from the chest.
 - iv. Allowing the bar to sink excessively into the lifter's chest prior to the uplift.
 - v. Any uneven extension of the arms.
 - vi. Stopping of the bar during the press proper.
 - vii. Any touching of the bar by the spotters, before the referee's signal to replace the bar.
 - viii. Failure to wait for the referee's signal.
 - ix. Touching against of the uprights of the bench with the feet.
 - x. Touching the shoulders against the uprights of the bench during the press.
 - xi. Allowing the bar to touch the uprights of the bench during the lift in order to gain an advantage.
2. Deadlift Standards
 - a. The bar must be laid horizontally in front of the lifter's feet, and gripped with both hands, and uplifted with one (1) continuous motion until the lifter is standing erect. At completion of the lift, the knees must be locked and the shoulders thrust back. The referee's signal (audible command "DOWN") shall indicate the time when the bar is held motionless in the final position.
 - b. Reasons for Disqualifications in the Deadlift
 - i. Any stopping of the bar before it reaches the final position.
 - ii. Failure to stand erect.
 - iii. Failure to lock the knees.
 - iv. Supporting the bar on the thighs.
 - v. Any raising of the bar or any deliberate attempt to do so shall count as an attempt.
 - vi. Any shifting of the feet during the performance of the lift.
 - vii. The heels or toes may be raised, provided that either foot is not displaced or comes down in a different position.
 - viii. Lowering the bar before the referee's signal to do so.
 - ix. Allowing the bar to return to the platform without maintaining control with both hands.
3. Squat Standards
 - a. The lifter will assume the upright position with the top of the bar NOT more than 3cm (1.18 inches) below the top of the anterior deltoids. The bar shall be held horizontally across the shoulders with the hands in contact with the bar and the feet flat on the platform with the knees LOCKED. The lifter's hands may be against the inside collars but not on the inside collars nor on the plates.
 - b. After removing the bar from the racks, the lifter must move backwards to establish the starting position. The lifter will wait in this position for the Chief Referee's signal. The signal will be given as soon as the lifter is MOTIONLESS, ERECT WITH THE KNEES LOCKED, and the bar is PROPERLY POSITIONED. The signal will consist of a downward movement of the arm and the audible command "SQUAT". Before receiving the starting, the lifter may make position adjustments within the rules without penalty. Once the lifter has received the starting signal, the feet may NOT move and the hands may NOT slide laterally on the bar.
 - c. Upon receiving the starting signal, the lifter must bend the knees and lower the body until the top surface of the legs at the hip joint is lower than the top of the knees. Only one (1) descent attempt is allowed.
 - d. The lifter must recover at will from the deepest point of the squat, without double-bouncing or any downward movement (stopping is permitted) once the upward motion has started, to an upright position with the knees locked. When the lifter is motionless, the Chief Referee will give the signal to replace the bar: "RACK". The signal will be given when the lifter is in the apparent final position as best determined by the Chief Referee (even if the final position is not correct according to the rules). The "RACK" signal is given along with a backward movement of the hand.
 - e. Upon receiving the "RACK" signal, the lifter MUST make a bona fide attempt to return the bar to the racks. This is defined as one (1) step towards the racks; the lifter may then request aid to rack the bar if necessary.
 - f. The lifter may enlist the aid of the spotter/loaders in removing the bar from the racks; however, once the bar has cleared the racks, the spotters/loaders may NOT assist any further with regard to proper positioning, foot placement, bar position, etc.
 - g. Reasons for Disqualifications in the Squat
 - i. Failure to observe the Chief Referee's signals at the commencement or completion of the lift.
 - ii. Double bouncing or more than one (1) recovery attempt at the bottom of the lift.

POWERLIFTING



- iii. Failure to assume an upright position with the knees locked at the COMMENCEMENT or COMPLETION of the lift.
- iv. Any shifting of the feet laterally or stepping forward or backward during the performance of the lift. The toes and/or heels may come up off the platform, but MUST return in the same position.
- v. Failure to bend the knees and lower the body until the top surface of the legs at the hip joint is lower than the top of the knees.
- vi. Changing the position of the bar across the shoulders after the commencement of the lift. This applies to intentional or unintentional rolling of the bar to aid in performance of the lift - it does NOT apply to a minute amount of position change that would not aid the lifter.
- vii. Contact of the bar or the lifter by the spotters before the referee's signal to replace the bar.
- viii. Contact of the elbows or upper arms with the legs.
- ix. Failure to make a bona fide attempt to return the bar to the racks. Bona fide attempt consists of one step towards the rack.

UNIFIED POWERLIFTING RULES

1. Unless otherwise stated, the Powerlifting Rules stated in the 2022-2023 Program Information Guide shall govern the Unified powerlifting competition.
2. A Unified powerlifting team shall consist of one (1) athlete and one (1) Unified partner.
3. There will be three (3) classes based on gender: 1) Male 2) Female 3) Coed
4. Divisions will be determined using the combined weight of the athlete and partner.
5. Both the athlete and partner are expected to attend weigh-ins on the day of competition.
6. Each team's place is determined using the combined Wilkes scores for the athlete and partner. For example: Athlete (Team A) weighs 150lbs and lifts a total of 600lbs, yielding a Wilkes score of 209. Partner (Team A) weighs 200lbs and lifts a total of 700lbs, yielding a Wilkes score of 202. The combined Wilkes score for Team A is 411. Athlete (Team B) weighs 200lbs and lifts a total of 650lbs, yielding a Wilkes score of 187. Partner (Team B) weighs 250lbs and lifts a total of 800lbs, yielding a Wilkes score of 212. The combined Wilkes score for Team B is 399. Team A would be awarded the higher place in this scenario.



SWIMMING

INDIVIDUAL EVENTS

25yd Backstroke(M/F)**
 25yd Breaststroke (M/F)
 25yd Butterfly (M/F)
 25yd Freestyle (M/F)**
 50yd Backstroke (M/F)
 50yd Freestyle (M/F)
 100yd Freestyle (M/F)
 100yd Individual Medley (Coed)
 200yd Freestyle (Coed)

RELAY EVENTS (Traditional & Unified)

4 x 25yd Freestyle (Coed)**
 4 x 25yd Medley (Coed)**
 4 x 50yd Medley (Coed)

** - Denotes those events open to swimmers requiring flotation devices. In the 4 x 25yd Medley Relay, flotation devices in the Freestyle or Backstroke relay legs only.

The Official Special Olympics Sports Rules for Swimming shall govern all Special Olympics competitions. Special Olympics has created these rules based upon Federation International de Natacion Amateur (FINA) rules, otherwise known as World Aquatics, which shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Swimming or Article I. In such cases, the [Official Special Olympics Sports Rules for Swimming](#) shall apply.

An athlete with Down syndrome who has been diagnosed with Atlanto-axial Instability may not participate in Butterfly events, Individual Medley event, or diving starts.

COMPETITION MANAGEMENT

All swimming events at Summer Games will be competed in a 25 yard pool. If your County Program is training and obtaining times in a metric pool, you must convert your times by multiplying by .9144.

1. The Meet Referee, in cooperation with the Games Director, shall have the authority to adjust these rules on a case-by-case basis for the safety and well-being of an athlete. The Meet Referee may intervene in the competition at any stage to ensure that the appropriate regulations are observed; and shall adjudicate all protests related to the competition in progress.
2. The Meet Referee shall have the discretion to allow for certain modifications/interpretations of the current technical rules based upon a physical disability characteristic. Such interpretation shall be requested and ruled on prior to the athlete's participation in a final and shall not give advantage over another swimmer. Stroke interpretations will be concerned with the action a limb(s) is performing. The Stroke Judge shall be concerned with what action the arm or leg action constitutes.
3. The Meet Referee shall have full control and authority over all officials, approve their assignments and instruct them regarding all Special Olympics features or regulations related to the competitions. They shall enforce all rules and decisions of the Official Special Olympics Sports Rules and FINA/World Aquatics rules and shall decide all questions relating to the actual conduct of the meet, the final settlement of which is not otherwise covered by these rules.
4. Refer to the Swimming Safety Policy under Event Policies prior to any training, competitive, or recreational swimming session.

New this year, we will have a separate entry timeline for Swimming. All entries must be in GMS by the Summer Games deadline of May 6th, however you will not need to enter your scores at this time. All entry times for swimming are due on May 21st directly to the Swim Management Team and any corrections or updated scores are due on May 29th directly to the Swim Management team.

PRELIMINARY/ FINALS & TIMED FINALS FORMAT & DIVISIONING INFORMATION

1. Swimmers can enter a maximum of three (3) events.
 - a. Individual events with a distance of 50-yards or less will have preliminary and final heats.
 - b. All relay events and individual events with a distance of 100-yards or more will only swim final heats.
2. Swimmers are seeded in preliminary and timed final heats based on entry times seeded slowest to fastest. Heats are filled to the maximum lanes available.
3. Swimmers must participate in a preliminary of an event to be eligible for the final in that event, if a preliminary heat is offered.
 - a. Swimmers will be advanced and seeded in the final based on their preliminary time seeded slowest to fastest. Heats are filled to the maximum lanes available.
 - b. If a swimmer is disqualified in a preliminary, they will be advanced and seeded in the DQ heats for the final without regard to times. Lane and heat assignments will be random.
 - c. The DQ heats for a final will receive only participation ribbons and be able to swim.
 - d. The finals heats, other than the DQ heats, will be for medal and ribbon awards.
 - i. Participation ribbons will be given for any swimmer disqualified in a final heat.

SWIMMING



- ii. Any swimmer swimming faster than 20% of their preliminary round time will be disqualified and receive a participation ribbon. This does not apply to relay events utilizing timed finals.
 - iii. Any relay team swimming faster than 30% of their qualifying time in a relay event utilizing timed finals entry times will be disqualified and receive a participation ribbon.
3. Swimmers should only enter into Swimming events.
- a. The Swimming timeline will be tight so we do not want swimmers to miss swimming events while participating in another sport.

SPORT RULES

UNIFORM OR EQUIPMENT SPECIFICATIONS

1. All participants must wear swimsuits that are non-transparent and conform to the current concept of an appropriate swimsuit.
2. The Swimming Sport Management Team or sport official shall have the authority to bar offenders from competition, until they comply with this rule.
3. No competitor shall be permitted to use or wear any device that may aid their speed, buoyancy or endurance during a competition (except flotation races) such as webbed gloves, flippers, fins, etc. Goggles may be worn.
4. For events in which flotation devices are allowed, each athlete is responsible for their own flotation device. The device **must** be of the body wraparound type such that if the athlete were to not be able to hold onto the device, the device would support the athlete with their face out of the water. **Noodles are prohibited.**
5. Starting devices may include the following: whistle or horn. Athletes with hearing impairments may receive hand signal starts from the starter or a designated official.
6. Watches (timing system); at least one (1) watch per lane is required.
7. Electronic timing equipment button watches (manual timing system) is required at competition.

GENERAL RULES

1. Rules require a water depth of four (4) feet or more for a deck entry. All events beginning in water less than four (4) deep require all swimmers for that event to begin in the water with one (1) hand on the wall.
2. The starting signals shall be "Take your marks", followed by an electronic tone. There will be no recall of swimmers when a false start occurs, so long as the remaining swimmers have not been affected by the false start.
3. Participants shall start, finish and compete on their own, **without assistance.**
4. Standing on the bottom during freestyle events or during the freestyle portion of the medley events shall not disqualify a competitor, but they shall not walk.
5. Standing on the bottom in the racing course is allowed only for the purpose of resting. Walking on or jumping from the bottom must disqualify the offender.
6. Swimmers may be assisted from the water upon request.

PERFORMANCE STANDARDS

The following swimming performance standards are new to the Summer Games Swimming competition. Their intent is to assist coaches in determining the proper event for athletes of varying abilities, while also challenging athletes to reach their maximum potential. Please note that the performance standards are only in place for certain events.

1. Minimum Time
 - a. It is strongly recommended that athletes swimming faster than the minimum time should move to the next longest distance in that event (i.e. moving from the 25yd Freestyle to the 50yd Freestyle).
 - b. Athletes swimming faster than the minimum time will not be disqualified or penalized.

SWIMMING PERFORMANCE STANDARDS		
Event	Minimum Time	Maximum Time
Females 25yd Freestyle	27 seconds	
Males 25yd Freestyle	21 seconds	
Females 25yd Backstroke	32 seconds	
Males 25yd Backstroke	29 seconds	
Females 50yd Freestyle		1 minute 45 seconds
Males 50yd Freestyle		1 minute 30 seconds
Females 50yd Backstroke		1 minute 50 seconds
Males 50yd Backstroke		1 minute 50 seconds
Females & Males 100yd Freestyle		3 minutes
Females & Males 200yd Freestyle		5 minutes 30 seconds



SWIMMING

- c. This performance standard is meant to further challenge our athletes with the goal of improving their swimming abilities.
2. Maximum Time
 - a. Athletes swimming slower than the maximum time limit are required to move to the next lowest distance of that event, or consider another event (i.e. moving from the 50yd Freestyle to the 25yd Freestyle).
 - b. The maximum time listed will also be used for entry cutoffs. Athletes with qualifying times slower than the listed maximum time must choose another event.
 - c. Any athlete swimming slower than the maximum time will be disqualified and pulled from the pool.
 - d. If the disqualification occurs during prelims, the athlete will **NOT** be allowed to swim that event during finals.

STROKE STANDARDS

1. Stroke judges will adhere to the stroke standards outlined below.
2. Disqualification (DQ) of a swimmer who does not conform to Special Olympics and FINA/World Aquatics standards is required. If these standards are not upheld, it is unfair to the swimmer who has been properly trained and entered into an appropriate event. All stroke standards apply to all athletes and Unified partners. The referee has the discretionary power to allow for certain modifications and interpretations of rules based upon the physical or sensory disability of the individual swimmer. It is the coach's responsibility to inform the referee about an athlete who has a physical problem that could cause a DQ. **The referee may allow a deviation if notified before a race.**
3. Breaststroke Standards
 - a. From the beginning of the first arm stroke after the start and after each turn, the body shall be kept on the breast. It is not permitted to roll onto their back during their swim.
 - b. All movements of the arms shall be simultaneous without alternating movement.
 - c. In the leg kick, the feet must be turned outwards during the propulsive part of the kick. Scissors, alternating movements or downward butterfly kicks are not permitted except after the start and each turn. At any time prior to the first breaststroke kick, a single butterfly kick is permitted. Following which, all movements of the legs shall be simultaneous without alternating movement. Breaking the surface of the water with the feet is allowed unless followed by a downward butterfly kick.
 - d. Hands shall be pushed forward together from the breast, on, under, or over the water. Hands shall be brought back on or under the surface of the water.
 - e. At the finish, the touch shall be made with both hands simultaneously at, above, or below the water surface. The shoulders shall be in line with the water surface. At each turn, the touch shall be made with both hands simultaneously at, above, or below the water surface, and the shoulders shall be in line with the water surface.
 - f. While swimming the breaststroke, swimmers may use a head position of any depth as long as their face breaks the surface of the water at least once during every cycle of the stroke. At the start and after each turn, specifically, the head must begin to break the surface of the water before the widest pull of the second arm stroke.
 - g. In the individual medley, the completion of the breaststroke portion is considered as a turn (both hands shall touch simultaneously.) In the medley relay, finishing the breaststroke portion is considered as the end of the race (both hands shall touch simultaneously).
4. Freestyle Standards
 - a. The swimmer's head must break the surface of the water within 15 meters of the start.
 - b. Freestyle means that, in an event so designated, the competitor may swim any style. In freestyle turning and finishing, the swimmer can touch the wall with any part of his body. A hand touch is not required.
 - c. Standing on the bottom during the freestyle events or during the freestyle portion of the medley events shall not disqualify a competitor, but they shall not walk.
5. Butterfly Standards
 - a. Both arms must be brought forward together over the water and brought backward simultaneously.
 - b. The swimmer's head must break the surface of the water within 15 meters of the start.
 - c. The body must be kept on the breast and both shoulders kept in line with the surface of the water from the beginning of the first arm stroke after the start and on the turn.
 - d. All movements of the legs and feet must be executed in a simultaneous manner. Simultaneous up and down movements of the legs and feet in the vertical plane are permitted. The legs or feet need not be at the same level, but no alternating movement is permitted.
 - e. When touching at the turn or upon finishing a race, the touch shall be made with both hands simultaneously at, above, or below the water surface on the same level. The swimmer's shoulders must be in the horizontal position.
 - f. At the start and at the turns, a swimmer is permitted one (1) or more leg kicks and one (1) arm pull under the water, which must bring his body to the surface.
6. Backstroke Standards

SWIMMING



- a. The competitors shall line up in the water, facing the starting end, with the hands placed on the gutter or on the starting grips. The feet, including the toes, shall be under the surface of the water. Standing in or on the gutter, or bending the toes over the lip of the gutter is prohibited. The swimmer is not allowed to make any movement with any part of his body before the starting signal has been given.
 - b. At the signal for starting and when turning, the swimmer must push off and swim upon their back throughout the race. The hands must not be released before the starting signal has been given.
 - c. Any competitor leaving his normal position on the back before the head, shoulder, foremost hand, or arm has touched the end of the course for the purpose of turning or finishing shall be disqualified. The swimmer may turn his body beyond the vertical, after the foremost part of the body has touched the wall during a turn, but the swimmer must have returned to a position on his back before the feet leave the wall.
 - d. The swimmer's head must break the surface of the water within 15 meters of the start.
 - e. When swimming the 50, 100, or 200 backstrokes, swimmers may use the backstroke flip turn to turn around at each wall (not legal if used at the finish of the event). The turn allows the swimmer to turn on to the stomach before the flip turn. During the turn the shoulders may be turned past the vertical toward the breast after which an immediate continuous single arm pull or immediate continuous simultaneous double arm pull may be used to initiate the turn. The swimmer may only attempt a single arm or simultaneous double arm stroke while on the stomach. Before the completion of the single or simultaneous double arm stroke, the swimmer must begin the flip turn. An arm stroke is not required while on the stomach during the flip turn. However, at no time is the swimmer allowed to kick while on the stomach without also using an arm stroke. The swimmer must touch the wall with some part of their body before proceeding to swim the remaining length of the event.
7. Individual Medley Standards
- a. Order: butterfly, backstroke, breaststroke and freestyle. (Reminder: In the IM, "freestyle" means any other stroke than the butterfly, backstroke or breaststroke.)
 - b. Rules pertaining to individual strokes govern disqualifications.
 - c. The turns from one (1) stroke to another are considered finishes, NOT turns, and are to be judged accordingly.

RELAY EVENTS

1. No Swimmer may swim more than one (1) leg in any relay.
2. A swimmer may not start until his preceding teammate finishes their leg.
3. Each relay member will leave the water immediately after finishing their leg.
4. All events will be designated as combined (coed).
5. In Medley Relay events, each swimmer is to swim 1/4th of the prescribed distance continuously in the following order: Backstroke, Breaststroke, Butterfly, and Freestyle.
6. In relays, Traditional teams and Unified teams will be combined. Divisioning will be based upon qualifying scores only. Relay teams may have zero (0), one (1) or two (2) Unified partners. Members of a relay team may be assigned to swim in any order. Please designate the order on the entry form.



TRACK & FIELD

The Official Special Olympics Sports Rules for Track & Field shall govern all Special Olympics competitions. Special Olympics has created these rules based upon USA Track & Field rules, which shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Athletics or Article I. In cases such as this the [Official Special Olympics Sports Rules for Athletics](#) shall be used.

COMPETITION MANAGEMENT

- Participants in Track & Field will be entered into one (1) of the levels below, based primarily on the athlete's ability. The level system provides coaches with an effective guide for assessing athletes' abilities and placing them in the most appropriate events.
- Competitors (athletes & Unified partners) may enter up to three (3) events including relays.**
- No more than two (2) of the events may be field events.**
- Athletes may be entered in Level M, 1A, 1B, 1C, 1D, 2, 3A or 3B, but may only participate in events within the selected level.
- Level 1 Athletes may enter the Tennis Ball Throw or Softball Throw, but not both. Level 2 athletes may enter the 50m Dash or the 400m Walk, but not both. Level 2 athletes may enter the Shot Put or the Softball Throw, but not both. Level 2 athletes may enter the Mini-Javelin Throw or the Softball Throw, but not both.

LEVEL M - MOTOR DEVELOPMENT	
Physical assistance may come from a coach.	
WALKING & WHEELCHAIR EVENTS	FIELD EVENT
10m Physically Assisted Walk	Target Throw
25m Physically Assisted Walk	
15m Physically Assisted Wheelchair Race	
15m Physically Assisted Wheelchair Slalom	

LEVEL 1A - ASSISTED WALKERS	
Assisted devices may consist of canes, crutches or walker, not another person. Gait belts are not allowed.	
WALKING EVENTS	FIELD EVENTS
**10m Assisted Walk	Softball Throw OR Tennis Ball Throw
**25m Assisted Walk	
**50m Assisted Walk	

LEVEL 1B - UNASSISTED WALKERS	
No assisted devices of any kind are allowed.	
WALKING EVENTS	FIELD EVENTS
**10m Unassisted Walk	Softball Throw OR Tennis Ball Throw
**25m Unassisted Walk	
**50m Unassisted Walk	

LEVEL 1C - MOTORIZED WHEELCHAIRS	
MOTORIZED wheelchairs, NOT manual wheelchairs	
MOTORIZED WHEELCHAIR EVENTS	FIELD EVENTS
**25m Motorized Wheelchair Race	Softball Throw OR Tennis Ball Throw
**25m Motorized Wheelchair Slalom	
**25m Motorized Wheelchair Obstacle Race	
**50m Motorized Wheelchair Slalom	

LEVEL 1D - MANUAL WHEELCHAIRS	
MANUAL wheelchairs, NOT motorized wheelchairs	
MANUAL WHEELCHAIR EVENTS	FIELD EVENTS
**10m Wheelchair Race	Softball Throw OR Tennis Ball Throw
**25m Wheelchair Race	
**25m Wheelchair Slalom	
**50m Wheelchair Slalom	
**100m Wheelchair Race	
**200m Wheelchair Race	

LEVEL 2 - SPURTERS & WALKERS	
RUNNING & WALKING EVENTS	FIELD EVENTS <i>(no more than 2)</i>
**50m Dash OR 400m Walk	Mini-Javelin Throw OR Softball Throw
**4 x 100m Relay	Standing Long Jump
800m Walk	Shot Put OR Softball Throw

LEVEL 3A - SPURTERS	
RUNNING EVENTS	FIELD EVENTS <i>(no more than 2)</i>
**100m Dash	Mini-Javelin Throw
**200m Dash	Running Long Jump
400m Dash	Shot Put
**4 x 100m Relay	

LEVEL 3B - DISTANCE RUNNERS	
RUNNING EVENTS	FIELD EVENTS <i>(no more than 2)</i>
400m Dash	Mini-Javelin Throw
800m Run	Running Long Jump
1500m Run	Shot Put
**4 x 100m Relay	

UNIFIED	
**4 x 100m Relay	
**4 x 400m Relay	

TRACK & FIELD



PRELIMINARY & FINALS FORMAT

1. Competitors (athletes & Unified partners) may enter up to three (3) events including relays. No more than two (2) of the events may be field events.
2. Each running & walking event 200-meters or less, including the 4 x 100m Relay, will have preliminary heats to determine the final heats.
 - a. If an event has fewer than four (4) competitors, then the Track & Field Sport Management Team reserves the right to hold finals only in that event.
3. Competitors must participate in a preliminary of an event to be eligible for the final in that event.
4. Competitors will be advanced and seeded in the final heats based on their preliminary time.
5. If a competitor is disqualified in a preliminary, they will receive a participation ribbon and will not advance to finals.
6. The final heats will be for medal and ribbon awards.
 - a. Participation ribbons will be given for any competitor disqualified in a final heat.

DIVISIONING

1. All events will be divisioned and awarded separately.
2. All track & field events will be divisioned by age, gender, and athlete's entry score.
 - a. Exception: Level 1 A,B,C,D and M are divisioned based on gender and athlete's entry score. Level 1 Softball Throw and tennis ball throw are divisioned by age (8—21, 22+), gender, and athlete's entry score.
1. Age groups will be: 8-11; 12-15; 16 - 21; 22 - 29, & 30 and over.
2. There may be up to 8 athletes per division.
3. All entry times will come directly from Area Spring Games. All athletes must participate at Area Spring Games to advance to the Summer Games.
 - a. During the entry process, all athletes who would like to participate at Area Spring Games must be entered into GMS with their entry times/scores.
 - b. Area Directors will division for their Area Spring Games.
 - c. There will be timing systems at all Area Spring Games to get accurate times that will feed into the Summer Games.
 - d. After Area Spring Games, County Coordinators will receive a list of their athletes entered in Track & Field and elect who will be advancing on to the Summer Games.
7. There may be no more than a 25% difference between the highest average and the lowest average in the division.
8. Age groups or genders groups may be combined to run or participate together but scored and awarded separately.
9. Maximum Effort will be enforced for Track and Field finals. Athletes who exceed their preliminary round time by 30% will be disqualified and receive a participation ribbon.
 - a. Any time that divisioning is not compliant with 25% difference between the highest average and the lowest average in the division then Maximum Effort will not be enforced.
 - b. Exception: Athletes who are divisioned in the highest heat or flight will not be disqualified due to Maximum Effort.

SPORT RULES

UNIFORM SPECIFICATIONS

1. The following is the approved uniform/equipment list and is required for athletic competition: running shorts, basketball shorts, biker shorts, sweatpants, jogging pants, t-shirts, tank tops, sweatshirts, athletic shoes, tennis shoes, basketball shoes, running shoes, cross-trainers, and track shoes with 1/4 inch spikes.
2. The following uniform/equipment list will disqualify the individual from athletic competition if worn: denim slacks or shorts, casual wear, dress slacks or shorts, tennis shorts, button-down casual shirts, golf shirts, shirts with collars, ads for alcohol or tobacco products, hard-sole shoes, sandals, and hiking boots.
3. No athlete shall wear advertisements of any kind, including but not limited to their favorite race driver or favorite college. The only exception is a logo of the manufacturer, which is limited to less than 2 inches x 3 inches.
4. Headwear, such as baseball caps or bandanas, is not considered part of the uniform and cannot be worn during competition. The only exception is sweatbands.
5. Relay team members must wear matching uniform tops.
6. Jewelry is acceptable. However, athletes may be asked to remove jewelry if the event officials believe it to be a potential safety hazard. This does not eliminate a coach's right to exclude their athletes from wearing jewelry.

GENERAL RULES & MODIFICATIONS FOR TRACK EVENTS

1. Starting Commands
 - a. All questions concerning the start shall be decided by the starter.
 - b. All running events will be started using a .22 or .32 caliber blank pistol.



TRACK & FIELD

- c. In races up to and including 400 meters, the commands of the starter shall be “on your marks,” “set” and, when all competitors are set, the gun shall be fired.
- d. In races 800 meters or longer, the commands shall be “on your marks” and, when all competitors are steady, the gun shall be fired. A competitor shall not touch the ground with their hand(s).
2. Starting races longer than 400 meters:
 - a. 800 meters distance: Runner will run in the lanes through the first turn and break toward lane one at the breakline marked after the first turn.
 - b. 1500 meters and greater distances: A waterfall start shall be used.
3. Starting Relays
 - a. 4 x 400 meters: A three-turn stagger will be used for the start. The first leg will be run entirely in lanes. The second leg runner will start in their lane and break toward lane one at a breakline marked after the first turn.
4. The starter shall give each competitor a chance to do their best by:
 - a. Giving the competitors ample time to settle down after taking their marks;
 - b. Starting the sequence over if any runner is off-balance; and
 - c. Not holding the runners too long after the set command.
5. False Starts
 - a. Only one (1) false start per race shall be allowed without disqualification of the athlete responsible for the false start. Any athlete responsible for further false starts in the race shall be disqualified.
6. Lane Violations
 - a. In all races run in lanes, each competitor shall keep within their allocated lane from start to finish. This shall also apply to any portion of a race run in lanes.
 - b. If a competitor is pushed or forced by another person to run outside their lane, and if no material advantage is gained, the competitor should not be disqualified.
 - c. If an athlete either:
 - i. Runs outside their lane in the straight or
 - ii. Runs outside the outer line of their lane on the bend, with no material advantage thereby being gained and no other runner is obstructed, then the competitor should not be disqualified.
7. Finish
 - a. Pacing is not allowed for any running or walking event.
 - b. All runners must complete the full distance of a race entered in order to qualify for an official place.
 - c. The competitors finishing shall be placed in the order in which any part of their torso (excluding head, arms, legs, hands) reaches the vertical plane of the nearest edge of the finish line.
8. Race Walking
 - a. Athlete must have one (1) foot in touch with the ground at all times.
 - b. In all race walking events, an athlete does not have to have a straight advancing leg while competing.
 - c. In race walking events, up to and including the 400 meters, the competitor shall be disqualified with no prior warning when, in the opinion of two (2) or more officials, a technical violation has been committed that results in an advantage being gained.

GENERAL RULES FOR RELAY EVENTS

1. Batons shall be provided by the Track & Field Sport Management Team.
2. For all traditional & Unified relay events, alternates must have the event listed on the *Summer Games Individual Entry Form*, the same as the “starters.”
3. If an athlete drops the baton in the proper exchange zone, and the outgoing runner picks it up in the zone, no violation will be charged.
4. If an athlete drops the baton outside of the exchange zone, brings it back to the proper zone, and makes the exchange with the outgoing relay runner, no violation will be charged.
5. Athletes may be listed as an alternate on multiple relay teams; but may only be used once. Whether used or not, being listed as an alternate will be counted toward the athlete’s three (3) event limit.
6. Level 2 athletes, Level 3A athletes and Level 3B athletes may be used to create a 4 x 100m Relay team.

GENERAL RULES FOR FIELD EVENTS

1. In the long jump, standing long jump and throwing events (shot put, softball throw, tennis ball throw, and mini-javelin throw) each athlete shall be allowed three (3) non-consecutive attempts. The longest measurement of the three attempts shall be used for scoring.
2. Implements shall be provided by the Track & Field Sport Management Team.
3. Running Long Jump
 - a. In the long jump, an athlete must be able to jump at least one (1) meter, which is the maximum distance between the take-off board and the sand pit. Jumps shorter than one (1) meter shall be considered “foul”.
 - b. Distance will be measured from the closest impression on the landing area made by any part of the body or limbs to the take-off line for all jumps.
 - c. In jumping events, prior to competition, athletes may have assistance from an official to mark their take-off mark.
4. Standing Long Jump
 - a. Competitors shall start with both feet behind a designated take-off line and on the ground.

TRACK & FIELD



- b. When starting, competitors' toes shall be behind the take-off line.
- c. A competitor shall use both feet on the take-off. They may rock backward and forward lifting their heels and toes alternately, but they may not lift either foot completely off the ground.
- d. Distance will be measured from the closest impression on the landing area made by any part of the body or limbs to the take-off line for all jumps.

5. Shot Put

- a. A legal put shall be made from within the circle. In the course of an attempt, the athlete, or their wheelchair, may not touch the top edge of the toe-board, the top of the iron ring or any surface outside of the circle. It is legal to touch the inside of the toe-board or the iron band.
- b. The use of any mechanical aid shall not be allowed. For protective purposes only the wrist may be taped.
- c. The shot shall be put from the shoulder with one (1) hand only. When the competitor takes a stance in the circle to commence a put, the shot shall touch or be in close proximity to the neck or the chin and the hand shall not be dropped below this position during the action of putting. The shot shall not be taken behind the line of the shoulders.
- d. The put shall be declared foul and shall not be measured if, after entering the circle and starting the put, the competitor commits any of the following:
 - i. Uses any method contrary to the definition of legal put; or
 - ii. Causes the shot to fall on or outside the lines marking the landing vector.

SHOT PUT	
Gender & Age	Weight
Females 8 - 11	1.8 kg (4.0 lbs)
Females 12 & Older	3.0 kg (6.6 lbs)
Males 8 - 11	3.0 kg (6.6 lbs)
Males 12 & Older	4.0 kg (8.8 lbs)

6. Mini-Javelin Throw

- a. The mini-javelin must be held by the grip with one (1) hand only.
- b. At no time may the competitor turn completely around so that their back is towards the throwing area.
- c. The mini-javelin shall be thrown over the shoulder or upper part of the throwing arm and may not be slung or hurled.
- d. It is counted as a foul if the competitor:
 - i. Does not use the proper throwing technique.
 - ii. Does not throw the mini-javelin so that the point lands before any other part of the implement.
 - iii. Does not throw the mini-javelin so that the point falls completely within the inner edges of the sector lines.
 - iv. Steps on or beyond the throwing arc.
 - v. Steps beyond the parallel runway lines while in the process of throwing the implement.

MINI-JAVELIN THROW	
Gender & Age	Weight
Females	300 g
Males 8 - 15	300 g
Males 16 & older	400 g

7. Softball Throw & Tennis Ball Throw

- a. Competitors may use any type of throw.
- b. All throws must land between the 34.92° sector lines. A ball landing on the sector line is a foul.
- c. The throwing box shall be a 2-meter x 3-meter rectangle.

GENERAL RULES FOR ASSISTED WALKS (LEVEL 1A)

1. Athletes must provide their own assisted devices. Assisted devices may consist of canes, crutches or walker, not another person.
2. Gait belts are not allowed.

GENERAL RULES FOR LEVEL M EVENTS

1. Athlete moves forward using their own momentum with support from a coach/volunteer to stay in their lane, continue moving, or gain stability. Support could be a gait belt or 1-2 people guiding the athlete. (Athletes who use assistive devices such as walkers, crutches or canes should be in the Level 1 Assisted events).
2. Rules for the Physically Assisted Wheelchair event: Athlete initiates forward movement with assistance from a coach/volunteer that must maintain a walking pace equal to the athlete's pace.
3. Rules for the Physically Assisted Wheelchair slalom: Athlete initiates forward movement with assistance from a coach/volunteer that must maintain a walking pace equal to the athlete's pace while maneuvering in and out of cones.
4. Rules for the Target toss: Athlete pushes, drops or tosses a bean bag or Koosh ball onto a target on the floor. (Athletes who lack the grasping and upper body strength to throw a tennis ball should enter this event).

GENERAL RULES FOR ATHLETES WHO HAVE A VISUAL OR HEARING IMPAIRMENT

1. A rope or sighted guide runner may be used to assist athletes who have visual impairments. Ropes or guide runners



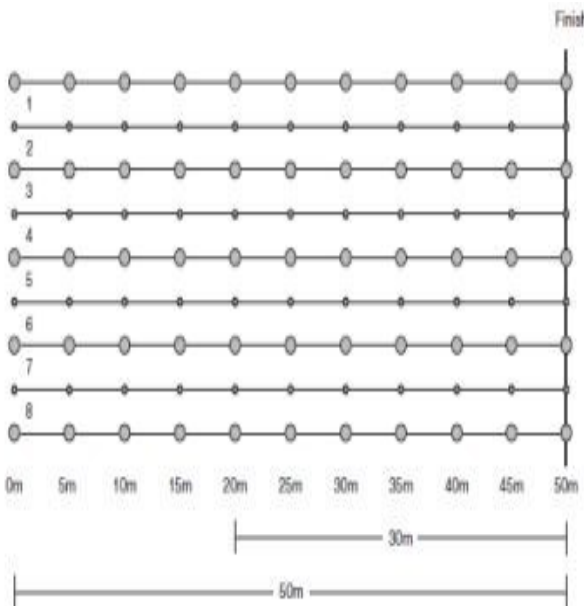
TRACK & FIELD

- shall be provided by the athlete's program.
- 2. A sighted guide runner may not be ahead of the athlete in any manner. At no time may the guide runner pull the athlete or propel the athlete forward by pushing.
- 3. A tap start will be used for an athlete who is both deaf and blind.
- 4. Guide runners must wear a brightly colored running vest so that they are clearly distinguished from competitors. These vests will be provided by the Track & Field Sport Management Team.

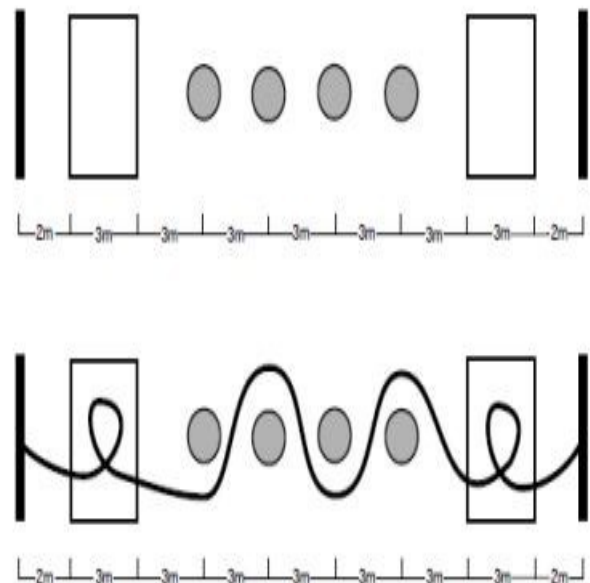
GENERAL RULES FOR WHEELCHAIR EVENTS

1. Main Principles for Wheelchair Races
 - a. Athletes shall start with all wheels behind the start line
 - b. An athlete is timed from the whistle to when all front wheels (two or one) of the wheelchair reach the perpendicular plane of the nearer edge of the finish line.
 - c. Motorized wheelchairs shall not be allowed in regular wheelchair races.
 - d. Only athletes who ambulate by use of a wheelchair may participate in the events.
 - e. Athletes shall not be pushed, pulled or otherwise assisted during these events.
 - f. The lanes for the wheelchair events shall be made two (2) track-lanes wide.
 - g. Each competitor must keep in their lane from start to finish and may not interfere, obstruct or impede the progress of another competitor. Infractions, at the discretion of the judges, may result in disqualification.
2. Wheelchair Slaloms
 - a. Beginning at the start line, place one (1) cone in each lane at five (5) meter intervals. Cones should be placed in the middle of the lanes.
 - b. Knocking down a marker constitutes a violation, and a three (3) second penalty will be assessed.
 - c. No penalty will be incurred as a result of touching a cone.
 - d. If a competitor varies from a sequence of obstacles, they must resume progress at the point prior to the incorrectly passed obstacle before entering the next obstacle and complete the course in its entirety, or be disqualified. In essence, failure to complete the course as designed will result in disqualification.
3. 25m Motorized Wheelchair Obstacle Course
 - a. Mark one (1) box two (2) meters from the start line and one (1) box two (2) meters from the finish line. Each box should be 3-meters x 3-meters.
 - b. Place four (4) cones between the boxes, each three (3) meters apart.
 - c. Rules:
 - i. Athlete starts facing the course.
 - ii. The athlete completes a 360 degree circle between the starting line and the first cone. Upon completion, the athlete weaves in and out of four (4) cones set three (3) meters apart, then completes a second 360 degree circle between the fourth cone and the finish line.
 - iii. The box (3-meters x 3-meters) is used only as an indicator for the athlete to complete the 360-degree circle. No points and/or time shall be deducted for touching or going over the lines. The box can be outlined with tape.

Wheelchair Slalom course set-up



Wheelchair Obstacle course set-up



iv. Knocking down a marker constitutes a violation, and a three (3) second penalty will be assessed. Competitors who do not make an obvious attempt to go between each pair of markers are subject to disqualification at the discretion of the referee.

TRACK & FIELD



PERFORMANCE STANDARDS

Athletics performance standards are guidelines only. Their intent is to assist coaches in determining the proper events for athletes of varying abilities. Performance standards will not prevent an athlete from entering an event and will not disqualify an athlete during competition (*with two exceptions, see below*).

• RUNNING EVENTS

In running events, if an athlete has a score lower than the minimum, they should consider moving up to the next level or to an event of greater distance. If an athlete has a score greater than the maximum, they should consider moving down to the next level or to an event of lesser distance.

• FIELD EVENTS

In field events, if an athlete has a score lower than the minimum, they should consider moving down to the next level or not competing in that event. If an athlete has a score greater than the maximum, they should consider moving up to the next level (i.e. from Softball Throw to Shot Put).

- ♣ Athletes not jumping farther than one (1) meter in the Running Long Jump CANNOT compete in this event. One (1) meter is the distance from the take-off board to the sand. Jumping less than one (1) meter runs the risk of injury.
- ♦ Due to time constraints, athletes must be able to finish the 800m Walk within 20 minutes. Athletes unable to do so will not be allowed to finish and will receive a participation ribbon.

Event	Minimum Score	Maximum Score
♣ Running Long Jump	1.00 meters	
Standing Long Jump	0.1 meter	2.60 meters
Softball Throw	4.00 meters	35.00 meters
Tennis Ball Throw	1.00 meter	20.00 meters
25m Wheelchair Races	9.00 sec	1:00.0
50m Wheelchair Races	14.00 sec	2:12.0
50m Dash	7.00 sec	1:00.0
50m Walk	15.00 sec	1:00.00
100m Dash		1:00.0
200m Dash		1:00.0
400m Dash		1:55.00
400m Walk	3:00.0	10:00.00
800m Run		4:50.00
♦ 800m Walk	5:00.0	20:00.0
1500m Run		12:00.00
4 x 100m Relay		2:00.00
4 x 400m Relay		7:00.00

Metric Conversion Table (*Do not submit entry scores in feet and inches*)

1/2 inch = 1cm	1 foot = 30cm	20 feet = 6m 10cm
1 inch = 3cm	2 feet = 61cm	30 feet = 9m 14cm
2 inches = 5cm	3 feet = 91cm	40 feet = 12m 19cm
3 inches = 8cm	4 feet = 1m 22cm	50 feet = 15m 24cm
4 inches = 10cm	5 feet = 1m 52cm	60 feet = 18m 29cm
5 inches = 13cm	6 feet = 1m 83cm	70 feet = 21m 34cm
6 inches = 15cm	7 feet = 2m 13cm	80 feet = 24m 38cm
7 inches = 18cm	8 feet = 2m 44cm	90 feet = 27m 43cm
8 inches = 20cm	9 feet = 2m 74cm	100 feet = 30m 48cm
9 inches = 23cm	10 feet = 3m 5cm	
10 inches = 25cm		
11 inches = 28cm		



VOLLEYBALL

TRADITIONAL EVENTS

Traditional Team Competition

The Official Special Olympics Sports Rules for Volleyball shall govern all Special Olympics competitions. Special Olympics has created these rules based upon United States Volleyball Association (USVBA) rules, which shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Volleyball and Article I. In such cases, the [Official Special Olympics Sports Rules for Volleyball](#) shall apply.

COMPETITION MANAGEMENT

1. Team Classification
 - a. A team's age group is determined by the oldest player on the team.
 - b. A team without competition in their age group may be assigned to a different age group.
 - c. Coed teams participate in the men's division.
 - d. A minimum of seven (7) and maximum of 12 players are on a roster.
2. Team Level
 - a. Each team shall be placed in one (1) of three (3) Levels for play, based on attributes that best characterize the team.
 - b. The Level placement is subject to change by the Volleyball Sport Management Team prior to the tournament.
 - c. A team's level will serve as the basis for division placement.
3. Mandatory Matches
 1. Teams will be divisioned onsite utilizing pool play process. Reference #9 under General Rules.
 2. Competition prior to Summer Games is strongly encouraged.
4. All team members must have participated in the evaluation round in order to participate.

TEAM LEVELS					
	LEVEL 1 (<i>Regulation Volleyball</i>)		LEVEL 2 (<i>Volleyball Lite ball</i>)		LEVEL 3 (<i>Volleyball Lite ball</i>)
1	High to excellent skills and athleticism	1	Above average to average skills and athleticism	1	Average to below average skills and athleticism
2	Implements strategies	2	Some strategy	2	Limited strategy
3	Serves and returns effectively	3	Most serves and returns legal	3	Does not adjust to the way the other team plays
4	Reacts to the way the other team plays	4	Some players aggressive	4	Usually driven by one or two players
5	Aggressive play			5	Serves and returns occasionally successful
				6	Limited aggressiveness

DIVISIONING

1. A divisioning process will be used for volleyball, like all other team sports. The Volleyball Management Team along with SOIN staff will work together to create these divisions by using a combination of age, gender, and ability levels. Results from the preliminary round will be used to gauge the team's ability level.
2. The primary goal with the divisioning process is to create divisions of equal ability for quality competition.
3. Program location and travel time will be considered when scheduling.
4. Team will be grouped in divisions based on a classification round game or minimum game requirement and submitted game records.

SPORT RULES

UNIFORM SPECIFICATIONS

1. All participants must have a playing uniform consisting of jersey, athletic shorts and athletic shoes. No blue jeans or dress slacks allowed.
2. All jerseys must be marked with numbers not less than 8cm (3 inches) in height on the chest and not less than 15cm (6 inches) in height on the back.

VOLLEYBALL



3. Players requesting the use of sweatpants or any other uniform adjustment (due to religious or medical reasons) during any State-sanctioned tournament or match MUST submit a written request to the State Office for approval. Requests must be made one (1) week prior to competition.
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.

EQUIPMENT

1. The playing court shall be 18m x 9m (59 feet X 29' 6").
2. The height of the net measured from the center of the court shall be 2.43m (7' 11").
3. Ball: Level 1 teams will use a regulation volleyball. Level 2 and Level 3 teams will use a Volleyball Lite ball.

GENERAL RULES

1. Each team is required to be at its assigned court by the official start time. If a team is not at its assigned court at the time of the scheduled match, the offending team will forfeit the first set (game) of the match. After an additional five (5) minutes, if the offending team has not reported, the team will forfeit the match.
2. Timeouts
 - a. Each team is allowed two (2) 30-second timeouts per set (game).
 - b. The clock will stop for a timeout in the last two (2) minutes of Match-Play. Timeouts will not stop the clock in Pool Play.
3. Players
 - a. All matches shall start with six (6) players. In the event of injury or illness during a match a team may continue with five (5) players during tournament competition.
 - b. A team will forfeit their match if they are reduced to fewer than five (5) players.
4. Coin Toss
 - a. During the pre-match conference, a coin toss shall be conducted with the captains and head coaches of both teams. The visiting team's captain shall call the toss. The winner shall choose to serve/receive or choose the playing area.
 - b. The loser of the toss shall be given the remaining choice.
 - c. For the third game tiebreaker (if necessary and only during medal round play), the captains and head coaches will meet at center court. Another coin toss will be conducted and will follow the same procedure as the pre-match coin toss.
5. Service
 - a. The team which receives the ball for service shall rotate one (1) position clockwise before serving.
 - b. The server shall have eight (8) seconds after the referee's whistle in which to serve the ball.
 - c. The server shall not have any part of their body in contact with the end line or the lines marking the service area at the time of the serve.
 - d. The server may serve from anywhere on the back end line.
 - e. After a ball is released for service, it may be caught or dropped for re-service a maximum of one (1) additional time.
 - f. The serve shall be considered good if the ball passes over the net. A net serve is legal.
 - g. Service cannot be made with two (2) hands or arms.
 - h. If the ball is served before the referee's whistle, the serve shall be cancelled and a re-serve directed. A second early-serve will result in a side-out.
 - i. Once a server has scored three (3) consecutive points, the team shall rotate to the next server with no penalty.
6. Play
 - a. Each team is allowed a maximum of three (3) successive contacts of the ball.
 - b. The ball may contact any part of the body.
 - c. A player shall not contact the ball more than once without another player touching it in between contacts, except in blocking.
 - d. Any player participating in a block shall have the right to make the next contact.
 - e. The team which executes a block may have three (3) additional contacts after the block.
 - f. The ball shall not come to rest in the arms or hands of a player. The ball must be hit so that it rebounds cleanly after contact.
 - g. A player shall not block or attack a served ball. If a player on the receiving team blocks/attacks a served ball, play shall be stopped and a point shall be awarded to the serving team.
 - h. If a player's action causes the player to contact the net during play, that player shall be charged with a fault.
 - i. A player may step on, but not over, the center line.
 - j. Players may not enter an adjacent court conducting competition in order to play a ball.
 - k. If the volleyball strikes an object above the court, it shall remain in play if it returns to the same side from which



VOLLEYBALL

it was hit, provided the team has hits remaining.

7. Substitutions

- a. Substitutions shall be made when the ball is dead and when recognized by the referee.
- b. A team shall be allowed a maximum of 15 substitutions in any one (1) set (game).
- c. Players re-entering the set (game) must assume their original position in the serving order in relation to other teammates.
- d. Substitutes going on the court must wait by the side of the court in the designated substitution zone until permission is given by the referee.
- e. The original starter shall replace a substitute during the game. There shall be a maximum of three (3) players in any one (1) position (except in the case of injury).

8. Scoring

- a. Pool-Play: two (2) sets will constitute a match during pool-play **OR** 30 minutes, whichever occurs first.
- b. Match-Play (medal round): matches shall consist of the best two (2) out of three (3) sets **OR** 45 minutes, whichever occurs first.
- c. Sets will be played to 25 points and teams must have at least a two (2) point advantage with a cap of 30 points.
- d. Match-Play only: If a third set is needed, teams will play to 15 points and teams must have at least a two (2) point advantage with a cap of 17 points.
- e. A cap is defined by the maximum amount of points a team may score in one (1) set.
- f. The rally system will be used for all sets during a match. Points are scored by the serving team or receiving team following each serve.
- g. When a fault / side-out is committed by one (1) team, a point is awarded to the opposing team.
- h. Medal round tiebreakers (if regulation time runs out), based on game possibilities:
 - i. Set 2 is tied when regulation time runs out. Teams will continue to play until one (1) team has a one (1) point advantage. That team is declared the Set 2 winner. If teams split Sets 1 and 2, then move to the next scenario (10.h.ii) listed below. The team that held serve when time ran out will continue to serve for the set.
 - ii. If teams split Sets 1 and 2 when time runs out, there will be a third set played to five (5) points with no cap. See coin toss runs to determine first serve.
 - iii. If teams are tied in Set 3 when time runs out, the team that holds the serve will continue the serve with the team winning the next point declared the winner.

9. Change of Playing Areas

- a. Teams will change sides and benches between sets of a match.
- b. Correct protocol for changing sides is as follows:
 - i. All team members move counter-clockwise around the court to their bench.

10. Referees

- a. Referees shall have full authority to interpret the rules. For further questions, the Volleyball Sport Management Team shall be consulted.
- b. Ball handling will be called in accordance with the ability level of the athletes.
- c. Line Judges
 - i. Teams will be required to provide Line Judges for matches not involving their team.
 - ii. Line Judges must register with the Tournament Director prior to the start of competition.

DATES:	July 13-August 11 August 24 August 25 September 7 September 8 September 14 –15 September 27 - 28 September 29 October 19	Unified Golf Tour Golf Sectionals (Unified 2-person Team) Softball Sectionals State Softball Championships State Golf Championships Cornhole Sectionals Equestrian Championships Cornhole, Distance Run/Walk, Flag Football, and Soccer Championships Unified Volleyball Championships
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SITES:	Brebeuf Jesuit Preparatory School 2801 West 86th Street Indianapolis, IN 46268	Hickory Stick Golf Club (State Golf) 4422 Hickory Stick Blvd. Greenwood, IN 46143
	Center Grove Lassie League (State Softball) 110 N. Morgantown Road Greenwood, IN 46142	Hendricks County 4H & Conference Center (Equestrian) 1900 East Main Street Danville, IN 46122
	Munciana Volleyball Center (Volleyball) 200 South CR 600 West Yorktown, IN 47396	Grand Park Sports Complex 19000 Grand Park Blvd. Westfield, IN 46074

SPORTS:	Cornhole Distance Run/Walk Flag Football (Team & Individual Skills) Golf (Individual & Unified Team)	Equestrian Softball (Team & Individual Skills) Volleyball (Unified Team & Individual Skills) Soccer (Team & Individual Skills)
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ENTRY FEE:

Individuals (Distance Run/Walk, Golf, & Skills)	\$15 each
Equestrian Riders	\$20 each
Equestrian Campsites	\$20 each
Equestrian Hay Bales	\$7 each
Cornhole Teams (2-person)	\$30 each
Golf Team (2-person; not playing UGT)	\$60 each
Flag Football, Soccer, Softball & Volleyball Teams	\$80 each
Unified Golf Tour Team (per team)	\$100 each

STATE OFFICE CONTACT

Kevin Aders 317-328-2010 or kaders@soindiana.org

ENTRY INFORMATION:

Refer to the Events Policy and Games Management section for more details regarding entry information.

GENERAL INFORMATION:

1. An athlete may participate in only one (1) sport per day for each of the days of EKS Games.
2. 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 16-year-old on the team). Teams without competition in their age group may be reassigned to a different age group. Coed teams participate in the men's division.
3. Each team must play at least two (2) games against two (2) different opponents within their team classification based on a directory mailed by the State Office by the date listed above.
4. Teams may request re-classification, including levels, to the State Office. If the request is approved, the two (2) games requirement applies. The team must compete in two (2) games within this new classification.
5. Teams and individuals will be placed in competitive divisions by the sport management teams, according to type and age group. SOIN's sport management teams reserve the right to reclassify or disqualify any individual or team who do not fairly represent their ability.

EKS GAMES

6. Teams from the same County Program may be placed in the same division.
7. Teams without competition (normally due to superior ability) will be scheduled to play an exhibition game and receive individual and team awards.
8. Unified Sports® teams may be reassigned to the Instructional Division if the Unified partners have superior ability to athletes based on visual observation. Teams assigned to the Instructional Division will be scheduled to play a game (s) in the tournament, and will receive recognition for their participation.
9. Teams must submit a Final Roster Form. After this deadline, teams may request roster adjustments. However, teams must compete in two (2) games with the updated roster, even if the two (2) games requirement was met prior to the roster adjustment.
10. Teams must submit a Games Records Form indicating games played, opponents, final score, and an assessment of how the team compared to the opponent.
11. Failure to meet any of the three (3) established deadlines or failure to compete in two (2) games gives the sport management team reason to disqualify the team from state competition. This includes failure to compete in two (2) games after team re-classification or after roster adjustments.
12. When Special Olympics athletes or Unified Sports® partners require the use of wheelchairs or other mobility assistance devices, participation in team sports (basketball, softball, volleyball, and flag football) likely creates undue health and safety risks for that athlete and others in the game. The County Coordinator may apply to the State Office for special consideration for athletes who require such assistance. These requests will be considered on a case-by-case basis. Athletes in question should not compete at any level without State Office approval.

CORNHOLE:

1. State Contact: Savannah Vaughn 317-328-2017 svaughn@soindiana.org

DRW:

1. State Contact: Mike Hasch 317-328-2005 mhasch@soindiana.org

EQUESTRIAN:

1. State Contact: Savannah Vaughn 317-328-2017 svaughn@soindiana.org
2. Campsites are available on the Hendricks County Fairgrounds on Friday night only for \$20 per site. These sites must be reserved by the entry deadline.
3. The Hendricks County Fairgrounds offers Stall Bedding for only \$7 per bale. If a program chooses to use the Fairgrounds bedding please indicate the number of bales on the EKS Games Delegation Entry Form by the entry deadline.

FLAG FOOTBALL:

1. State Contact: Kevin Aders 317-328-2010 kaders@soindiana.org
2. Bracket-play will be single elimination with consolation games or round robin games, if the schedule/time allows.. Teams are paired for competition by a blind draw. Teams will play no more than three (3) games in a day. Teams will have a minimum of 10 minutes rest between games when playing multiple games in a day.

GOLF:

1. State Contact: Savannah Vaughn 317-328-2017 svaughn@soindiana.org
2. Unified golf teams are required to participate in Golf Sectionals on Aug. 25, 2024, unless they qualify for the State Tournament through the Unified Golf Tour. County Programs will receive a Sectional Fact Sheet and schedule one to two weeks prior to the Sectional event.

SOFTBALL:

1. State Contact: Kevin Aders 317-328-2010 kaders@soindiana.org
2. Tournament play will be single elimination with consolations or round robin games, if the schedule/time allows. Teams are paired for competition by a blind draw. Teams will have a minimum of 10 minutes rest between games when playing twice in a day.
3. Teams will be assigned to a Sectional based on all team entries. Programs with teams in different classifications (Traditional, Unified, and Designated Pitcher) may have teams assigned to different Sectionals. Sectional winners will advance to the State Tournament.

SOCCER:

EKS GAMES

1. State Contact: Kevin Aders 317-328-2010 kaders@soindiana.org
2. Consolation matches will be played if the schedule allows. Teams are paired for competition by a blind draw. Teams will play no more than three (3) matches in a day. Teams will have a minimum of 10 minutes rest between matches when playing twice in a day.
3. The competition layout is subject to change by the Soccer Sport Management Team prior to the tournament, based on the number of teams that register

ENTRY DEADLINES

CO-Cornhole, DRW-Distance Run& Walk, EQ-Equestrian, FF-Flag Football, GO-Golf, SO-Softball, SC-Soccer, VB-Unified Volleyball

Date	Items	How is it Due?	Sports Impacted
June 24	<ul style="list-style-type: none"> Unified Golf Entries Softball Team Request 	Form Form	GO, SO
July 22	<ul style="list-style-type: none"> Softball Team Final Rosters and Skills Entries in GMS (No Scores) Flag Football, Soccer, and Cornhole Team Request Form Golf Entrants (Non UGT teams) in GMS (No Scores) 	GMS Form GMS	SO, FF, SC, CO, GO
August 5	<ul style="list-style-type: none"> Softball Game Records and Delegation Form and Skills Scores in GMS Golf Entries (Non UGT) Scores in GMS and Delegation Form Cornhole & Distance Run & Walk entries, Flag Football Rosters and Skills entries, and Soccer Rosters and Entries into GMS (no scores) 	Forms GMS	SO, GO, CO, DRW, FF, SC
August 26	<ul style="list-style-type: none"> Cornhole Scores due in GMS Volleyball Team Request 	GMS Form	CO, VB
Sept. 9	<ul style="list-style-type: none"> DRW Scores in GMS, Equestrian Entries Flag Football Game Records forms & Skills Scores in GMS Soccer Game Records forms and Skills Scores in GMS Delegation forms for Brebeuf and Grand Park Volleyball Rosters and Skills into GMS (no Scores) 	GMS Form GMS GMS Form GMS	DRW, EQ, FF, SC, VB
Sept. 30	<ul style="list-style-type: none"> Volleyball Game Records and Delegation form Volleyball skills in GMS Bowling entries into GMS (No Scores) See bowling section 	Forms GMS GMS	VB, BO



CORNHOLE

TRADITIONAL EVENTS

Traditional Doubles (21' distance)
Traditional Doubles (30' distance)

UNIFIED EVENTS

Unified Doubles (30' distance)
Unified Team Match Play (30' Distance)*

An athlete or Unified partner may be in only one (1) event.

The Official Special Olympics Sports Rules shall govern all Special Olympics competition. Special Olympics has created these rules based on the American Cornhole Association (ACA) rules, which shall be employed except when they are in conflict with the Official Special Olympics Sports Rules.

COMPETITION MANAGEMENT

Special Olympics Indiana reserves the right to implement a team quota if number of teams exceeds tournament capacity.

Event Limits

1. Athletes may compete in one (1) event only (Traditional or Unified; 21-foot or 30-foot distance; Unified Match play).
2. Unified Team Match Play competition offered at the state level will be determined by team quota numbers.

Team Competition

1. Traditional
 - a. Traditional doubles teams shall consist of two (2) athletes per team.
 - b. Traditional doubles teams can pitch at 21-feet or 30-feet.
2. Unified Sports®
 - a. Unified doubles teams shall consist of one (1) athlete and one (1) Unified partner.
 - b. Unified doubles teams can pitch at 30-feet only.

Qualification Scores

1. A qualification score is required for each Traditional doubles or Unified doubles team entered.
2. The qualification score shall be the basis for division placement.
3. Athletes with qualifying scores of zero (0) should NOT be entered in 30-foot competition.

DIVISIONING

1. Teams score will be compiled of all individual's entry scores submitted during the entry process.
2. Counties will be divided into either a Session A or Session B based on county team numbers.
3. After being placed into a session, teams will be placed into divisions by qualification scores of the team.
4. Teams from the same county may be placed into the same division.
5. Teams are not disqualified based on Maximum Effort for Cornhole.

RULES OF COMPETITION

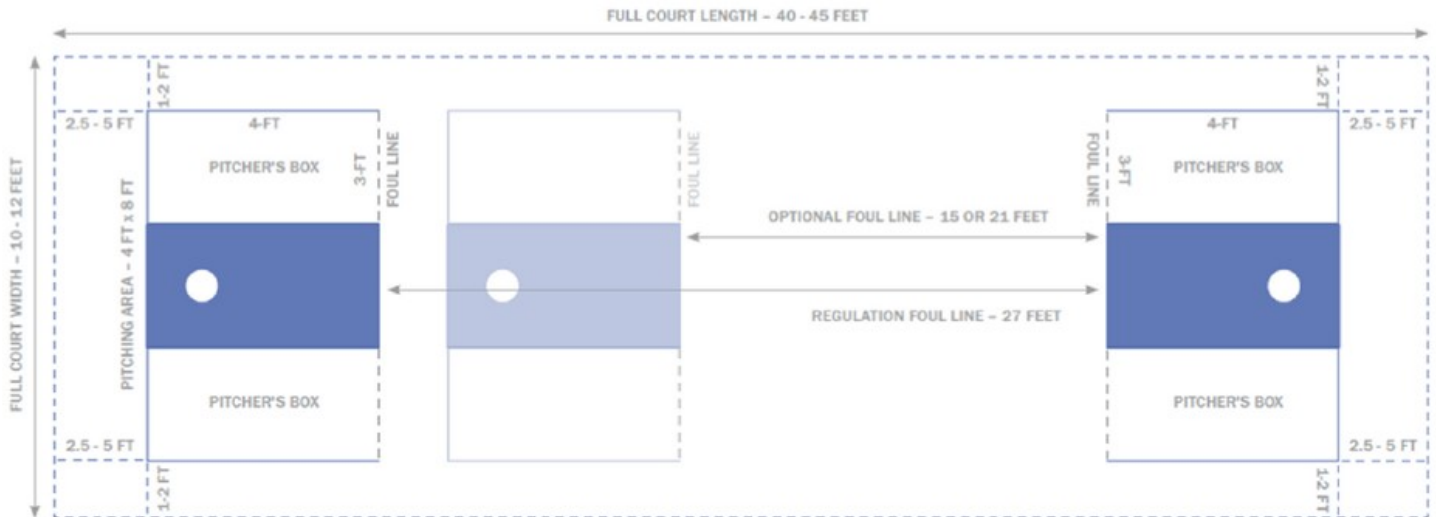
UNIFORM SPECIFICATIONS

1. Players will dress in a manner which will bring credit to them and the sport of cornhole.
2. Players must wear closed-toed shoes that will not damage or disrupt the court surface.
3. Shirts that identify the Special Olympics program are preferred.
4. Prohibited apparel
 - a. Cutoffs, tank tops, sleeveless t-shirts or anything with advertisements or inappropriate subject matter.
5. The Cornhole Sport Management Team or sport official shall have the authority to bar offenders from competition until they comply with the rule.

COURT LAYOUT

1. Dimensions
 - a. A cornhole court shall be a level rectangular area 10-feet wide and a minimum of 45-feet long.
 - b. The court should consist of two (2) cornhole platforms, designated pitcher's boxes and foul lines.
 - c. A north-south setting is recommended for outdoor courts to minimize the effects of the sun.
2. Pitcher's Box
 - a. The pitcher's box is the rectangle 4-feet x 3-feet at each end of the court, parallel and on both sides of cornhole platforms.
3. Multiple Courts
 - a. To eliminate distraction and safely separate activity, cornhole courts adjacent to each other shall be a minimum of 10 feet apart.
 - b. A greater distance (at least 12 feet) is preferable.
4. Foul Lines
 - a. There are two (2) sets of foul lines:
 - b. Traditional doubles play foul lines shall be defined as an imaginary line 18 or 27 feet from the front of the platform to the front of the opposing platform.

CORNHOLE



- c. Unified doubles play foul lines shall be defined as an imaginary line 27 feet from the front of the platform to the front of the opposing platform.
- d. See the diagram on next page.
5. Covered or Indoor Courts
 - a. The regulations for covered and indoor cornhole courts are exactly the same with the additional stipulation that they shall have a minimum 12-foot vertical clearance to the lowest possible obstruction.

PLAYING EQUIPMENT

1. Standard cornhole boards are 2-ft. x 4-ft. The hole is positioned 9 inches from the top of the board with a 6 inch diameter, and is 12 inches from each side of the cornhole platform edges.
2. The back of the cornhole platform shall be 12 inches from ground to the highest point of the deck at a 90-degree angle to the deck face.
3. Cornhole boards should have sufficient weight so as to prevent bounce from thrown bags with a smooth top/throwing surface. Boards can be made from different forms of wood and should have a minimum of a half (1/2) inch playing surface.
4. Each team has four cornhole bags of contrasting colors. Cornhole bags should be 6-in. x 6-in. and weigh approximately one (1) pound.
5. The corn bags should be made from duck cloth canvas and may be any color that is easy to see during cornhole play. To assist with consistency of the cornhole bags, programs are encouraged to utilize bags filled with plastic pellet resin. It is the program's discretion to determine if the opposing sides of the bags are "smooth" or "sticky." The "stickiness" of the bags will change over time, meaning newer bags will be more "sticky" than bags that have been used.

PLAY OF THE GAME

1. In doubles play, two teams consisting of two athletes each compete against one another until a winning team is determined. Athletes line up directly across from their teammate in the same lane.
2. In Unified play, Unified Partners and athletes should be aligned at opposite boards. In this setup, Unified Partners pitch against Unified Partners and athletes pitch against athletes. Each team stays in their designated lane for the whole game.

Pregame Coin Toss

1. Prior to beginning the game, a coin toss determines playing lanes and sequence of play. An official present assigns heads and tails to each team.
2. The team that wins the coin toss chooses either their throwing lane or the throwing order in the first inning of play.
3. The team that did not win the coin toss chooses the remaining option.

Value Of The Corn Bag

1. Corn Bag In-The-Hole: A corn bag in-the-hole (or Hole-In) is any corn bag which is thrown through the hole or knocked through the hole, either by another bag or an act of God.
 - a. A corn bag in-the-hole has a value of three (3) points.
2. Corn Bag In-The-Count: A corn bag which comes to rest anywhere on top of the board.
 - a. A corn bag in-the-count has a value of one (1) point.
 - b. For a corn bag to be in-the-count, it must not touch the ground or any other portion of the court prior to coming to rest on the cornhole platform.
3. Corn Bag Out-Of-The-Count: A corn bag which has no scoring value as a result of being ruled either a foul bag or a dead bag.
 - a. A foul bag refers to any corn bag that was designated a foul bag as the result of a rules violation. Each is worth zero (0) points.



CORNHOLE

- b. A dead bag refers to any bag that contacted the court or the ground before coming to rest on the board, or any bag that struck a previously defined object such as a tree limb, wire, indoor court ceiling, etc. Each is worth zero (0) points.

Violations and Penalties

Foul bags and rules violations are divided into impacting fouls and non-impacting fouls. A court official is responsible for spotting and calling penalties. The court official must determine if a foul bag was impacting or non-impacting.

1. Non-Impacting Bag
 - a. If a foul bag does not impact game play or any other bag in play, the bag is considered dead and is removed from play at the time of the infraction. This bag scores zero (0) points for the inning. All other bags remain in play.
 - b. No other movement of bags is permitted at this time.
 - c. The only person allowed to remove a bag from play is a court official.
2. Impacting Bag
 - a. If the bag in question impacts the position of one or more bags in play, it is an impacting bag foul.
 - b. Leave the bag in question and all affected bags in play.
 - c. Continue to play until the end of the inning without touching or removing any bags.
 - d. At the end of the inning, the team that threw the offending bag removes the highest value bag in play.
 - e. The only person allowed to move bags is a court official.
3. Example
 - a. Team A steps over the line during their 3rd toss of the inning. The offending bag knocks a bag from Team B off the board. Bags are not replaced or affected at this time. At the end of the inning, subtract the highest value bag from Team A from the scoring calculation.
 - b. If zero (0) points were scored for Team A in the inning, no scoring updates are made.

Pitching the Corn Bag

1. The team who scored in the preceding inning has the honor of pitching first in the next inning. If neither team scores, the team who pitched first in the preceding inning shall retain first pitch in the next inning.
2. An athlete must pitch all four bags from their designated pitcher's box.
3. Athletes must pitch the bag with an underhand release.
4. An athlete may not step over or contact the foul line during their pitching or release of a cornhole bag.
5. An athlete must wait until the previous bag has come to a complete stop for at least two (2) seconds before pitching the next bag.
6. Players may not jump, blow, kick, or otherwise do anything that may affect the cornhole board or the position of bags during an inning.
7. Touching, adjusting, or aligning a cornhole board during an inning is prohibited. Court officials may align the cornhole board between innings at the request of an athlete.

Position of Contestants During Delivery

1. The opponent, while not pitching, shall stand behind the cornhole platform at least two (2) feet to the rear of the contestant who is pitching.
2. While one (1) contestant is throwing, the other contestant must remain behind the foot fault line as well.

Foul Corn Bags

1. A foul corn bag is a corn bag which was delivered in non-compliance with one (1) of the rules of the game.
2. For guidelines regarding what to do in the event of a foul bag, refer to "Violations and Penalties" under "Play of the Game" for the distinctions between impacting and non-impacting bags.

List of Fouls

1. Any bag pitched when the player has made contact with or crossed over the foul line.
2. Any bag pitched when the player has started or stepped completely outside the pitcher's box before the bag is released.
3. Any bag not delivered within the 20-second time limit.
4. Any bag pitched from a different pitcher's box than the first bag.
5. Any bag that is not pitched with an underhand release.

Interrupting Gameplay

1. A player shall not touch, alter, move, or affect the board or any bags on the board or in the hole before scoring has been agreed upon for the inning.
2. If this foul occurs during play, please refer to the "Impacting Bag" section above.
3. If this foul occurs at the conclusion of an inning, and before a court official has taken score, the non-offending team receives three (3) points for each bag removed prior to scoring confirmation.

Fouling Out

1. Any team that commits three (3) or more fouls in a match automatically loses the match. The match ends immediately.
2. The non-offending team is awarded up to 21 points and wins the match.
3. The offending team ends the game with the score they have when the 3rd foul occurs.

Additional Foul Rules

1. A bag that leaves an athlete's hand once the final forward swing of the delivery process has started shall count as a

CORNHOLE



- pitched bag.
- 2. A bag that is accidentally dropped by an athlete before the final forward swing has started shall not be considered foul and may be picked up and pitched.
- 3. If athletes believe they have thrown all bags, clear the board for the next inning, but then realize they missed one bag, the inning ends. Points are scored as if the inning ended, and the missed bag is forfeited.
- 4. Any action or intentional use of a penalty that undermines the integrity of the game, as determined by the court official, will result in the athlete's disqualification and forfeiture of the match.

SCORING

- 1. Bag Values - refer to "Play of the Game" for corn bag values.
- 2. Total Cancellation Scoring
 - a. Scoring of corn bags in-the-hole and corn bags in-the-court (on the board) will be total cancellation.
 - b. Add up all point values for each team during the half inning and award the point difference to the team with the highest score.
 - c. highest score.
 - d. Example - Team A throws four (4) bags, one (1) lands in the hole and one (1) lands on the board. The total point value for Team A is four (4). Team B throws four (4) bags and one (1) lands in the hole. The total point value for Team B is three (3). Since Team A has more points in this half inning, subtract three (3) from four (4). Team A is awarded one (1) point for this half inning.

LENGTH OF THE GAME

- 1. Point Limits
 - a. The cornhole match shall be played until the first team of contestants reaches (or exceeds) 21 points at the completion of a half-inning. The winning team does not need to win by two (2) or more points.
 - b. The inning must be finished with both players having thrown all four (4) bags.
 - c. Skunks: The game shall be played to 21 unless a team scores 11 or more points at the end of four (4) inning before their opponents score any points. Each teammate throws all four bags twice. In this case the game is a skunk and the team that scores 11 or more points wins the match.
- 2. Game Clock
 - a. The time limit per match is 30 minutes. The team leading once the time limit is reached shall be declared the winner.
 - b. winner.
 - c. If a tie exists at the time limit, then the game will go into overtime.
- 3. Overtime
 - a. In the event that the score is tied after time expires, one more inning is played.
 - b. If no athlete scores after one tiebreaker inning, a Sudden Death bag is played.
 - i. In this inning, following the natural flow of the game, the last-frame winner tosses a single bag.
 - ii. The opponent then tosses one bag, attempting to match or beat the first player's throw.
 - iii. Whichever player scored more points from the Sudden Death Bag is considered the winner of the game.
 - iv. Additional Sudden Death Bags may be played until a winner is declared.
 - v. All Sudden Death Bags should follow the natural flow of the game.

COACHING

- 1. Coaches or spectators shall be prohibited from engaging in discussions with any athlete and/or partner once the athlete and/or partner steps onto the field-of-play area as designated by the program coordinator.
- 2. If a court official determines a coach is strategically communicating with a player, the official may provide a verbal warning or a citation for unsportsmanlike conduct according to the discretion of the court official.
- 3. Discussions or disputes related to scoring or rules should be directed toward the court official.

APPROPRIATE CONDUCT

- 1. Unsportsmanlike Conduct
 - a. Players shall act in a sportsmanlike manner at all times.
 - b. Any behavior deemed unsportsmanlike, such as using insulting language, attempting to distract an opponent, or displaying inappropriate gestures, actions, or words, may result in disqualification at the discretion of the court official.
 - c. Purposely interfering with an opponent's pitching motion will disqualify a player and result in forfeiture of the match.
 - d. Any action or intentional use of a penalty that undermines the integrity of the game, as determined by the court official, will result in the player's disqualification and forfeiture of the match.
- 2. Delay of Games
 - a. If the official believes that the game is intentionally delayed without sufficient or valid reason, the official must issue a warning.
 - b. If the delaying team does not immediately resume play, they will forfeit the match.
 - c. For delays caused by weather, an act of God, civil disorder, or other unforeseen circumstances, the ruling of the competition manager is decisive and final.
- 3. Modifications/Adaptive Devices
 - a. Any assisting device being used for adaptive purposes must not give the athlete a competitive advantage and must be approved by the Competition Director prior to competition.



CORNHOLE

PROTESTS

1. Any protest to an official's or competition manager's decision must be made by the head cornhole coach that attended the mandatory coaches meeting and within 30 minutes of the completion of any game or the decision made by the official or competition manager will be considered as accepted.
2. Protests will be acknowledged and judged on the basis of merit in circumstances not specifically provided for herein.

GENERAL RULES FOR DETERMINING QUALIFICATION SCORE

1. Purpose
 - a. To measure the participant's ability for placement in an appropriate division for competition.
2. Description
 - a. Each competitor tosses 4 bags at each of the 4 pitching boxes totaling 16 bags thrown.
 - b. 4 bags are thrown and then removed as the athlete or Unified Partner moves to the next pitching box to complete the next cycle of 4 throws.
3. Scoring
 - a. One (1) point is scored for each corn bag that lands and stays on the platform (and does not bounce prior to contact).
 - b. Three (3) points are scored for each corn bag that goes through the hole.
 - c. Half a point (0.5) points are scored for a corn bag that hits the platform/board but does not stay on the platform or bounces before contacting the platform.

TEAM MATCH PLAY

Unless otherwise stated, the Cornhole Rules (Uniform Specifications, General Rules, Equipment, and General Rules for Unified Sports Team Play) found in the Program Information Guide will govern the Team Match Play competition.

PLAY OF THE GAME

Two teams (Consisting of 8 players on each team) compete in 6 games of match play to determine the winner of the match.

Match Play Games 1-5: Doubles and Singles Match Play

1. Games 1-3: Doubles Match Play
 - a. Two teams consisting of two players, compete against one another until a winning team is determined.
 - b. Players line up directly across from their teammate in the same lane
 - c. In Unified Sports, partners and athletes should be aligned at opposite boards. In this setup, partners toss against partners and athletes toss against athletes.
 - d. Each team stays in their designated lane for the whole games
 - e. Players at the headboard alternate pitching bags until each player has pitched all four of their bags.
 - f. An inning is completed when both players, pitching from one board, pitch all eight bags (four each).
2. Games 4-5: Singles Match Play
 - a. Two single players compete against one another until a single winner is determined.
 - b. Both players stay in the designated lane for the whole game
 - c. Players start the game at the headboard and alternated pitching bags until each player has pitched all four of their bags.
 - d. Players then walk to the end of their lane to the other court, officials take score, and players resume pitching back to the other board.
 - e. An inning is completed when both players, pitching from one board., pitch all eight bags (four each).
3. Round 6: Gameplay & Scoring
 - a. All players from both teams must participate in the airmail shootout (excluding players removed from the match).
 - b. To begin, all active players from both teams line up at opposing boards. The team leading the match to begin the airmail shootout will choose which board they throw from.
 - c. Players may choose which pitcher's box (L or R) they throw from. Players may switch pitcher's boxes within the round if they choose.
 - d. To begin the shootout, Player #1 from the trailing team pitches their bag. The bag is cleared from the board or picked up from the ground. Player #1 from Team B pitches. This patterns continues.
 - e. Each team must have all players throw once before players can throw again. Each player must stay in the same order as when they started the airmail shootout.
 - f. Once a team reaches 21 Match points, the match is over, and the team wins the match. There is no rebuttal or second chance for the losing team
4. Round 6: Scoring
 - a. Any bag which comes to rest anywhere on top of the board is worth 1 total MATCH point.
 - b. Any bag which is thrown through the hole is worth 2 total MATCH points.

CORNHOLE



- c. Cancellation scoring is NOT used for this round of the match. Each bag in the hole or on the board is counted as its own match point. After every throw, the board and hole are cleared of previously thrown bags.

SCORING

1. There are two types of points: game points and match points
 - a. Game Points
 - i. Games 1-5 shall be played to the predetermined number of 21 game points. The first player/team to reach (or exceed) that amount at the conclusion of an inning is the winner of that game .
 - ii. The approved method of scoring for the sport of cornhole is “cancellation” scoring. In cancellation scoring, the points of one player cancel out the points of their opponent. Using this method, only one player/team can score in each inning.
 - b. Match Points
 - i. Match points are points that go to the overall match score and are what determines the match winner. Each team’s objective is to be the first to score 21 match points .
 - ii. Match Points can be earned two ways
 - iii. Winning a game during games 1-5. Each game is worth 4 match points..
 - iv. Successfully throw a cornhole

	GAME PLAY FORMAT	SPECIAL OLYMPICS MODIFIED MATCH POINT VALUE
GAME 1	DOUBLES GAME	WORTH 4 MATCH POINTS
GAME 2	DOUBLES GAME	WORTH 4 MATCH POINTS
GAME 3	DOUBLES GAME	WORTH 4 MATCH POINTS
GAME 4	SINGLES GAME	WORTH 4 MATCH POINTS
GAME 5	SINGLES GAME	WORTH 4 MATCH POINTS
ROUND 6	AIRMAIL SHOOTOUT	WORTH 1 MATCH PT. PER BAG ON THE BOARD WORTH 2 MATCH PTS. PER BAG IN THE HOLE

UNIFIED SPORTS TEAMS & LINEUPS

1. Each Unified Sports 8-player lineup shall consist of two athletes and two Unified Partners. Two additional alternates may be on the roster.
2. The Game Structure for Unified Athletes and Unified Partners shall be as follows:
 - a. Game 1: Unified Doubles
 - b. Game 2: Unified Doubles
 - c. Game 3: Unified Doubles
 - d. Game 4: Partners Game (Singles)
 - e. Game 5: Athlete Game (Singles)
 - f. Round 6: Airmail Shootout
3. In Unified Doubles games, Unified Partners and athletes should be aligned at opposite boards, In the setup, Unified
4. Partners toss against Unified Partners, and athletes toss against athletes.

ROSTER & LINEUPS

1. In 8-player matches, team may carry two additional players for substitution.
2. In all Unified matches (8 player) teams may carry two additional players available for substitution. The two available substitutes must consist of one athlete and one Unified Partner.
3. Coaches must submit a lineup sheet prior to the beginning of Game 1.
4. Lineups will determine player positioning and matchups throughout the first five games of play.
5. In an 8 player match, each player shall play in exactly one position in the lineup
6. During round 6, (Airmail Shootout) lineups are used to determine the tossing order of the Airmail shootout.
7. A team that plays out of order during the Airmail Shootout forfeits the offending toss and automatically scores points for that position in the lineup.
8. In Unified matches, athletes and Unified Partners must always alternate tosses.



CORNHOLE



FORMAT: DOUBLES CORNHOLE QUALIFICATION ASSESSMENT INSTRUCTIONS

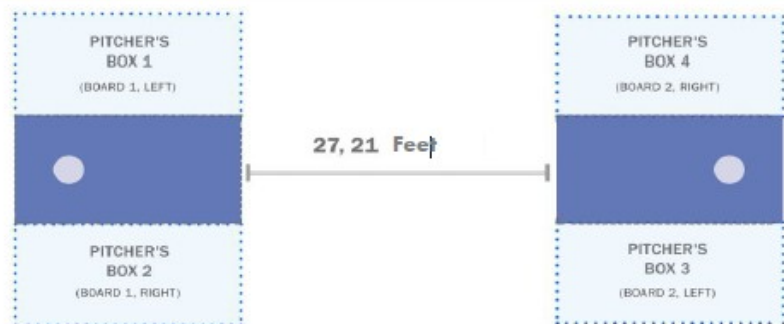


DIRECTIONS

- Athletes attempt 4 tosses from each of the 4 pitcher's boxes, for a total of 16 tosses.
- Record the score value of each bag thrown on the attached scorecard.
- Clear bags after completing tosses in each pitcher's box.
- Sum the score of all 16 tosses to create a total player score for the assessment.
- Sum the score of both players to create a team total score.

COURT LAYOUT

- Refer to the diagram for the proper layout of the cornhole court.
- Either board can be designated as "Board 1" as long as the layout is consistent for all athletes completing the assessment.



SCORING

0 POINTS

Cornhole bag does not come in contact with the board or bounces onto the board.

0.5 POINTS

Cornhole bag hits the board in the air, but does not stay on the board or land in the hole.

1 POINT

Cornhole bag comes to rest on the board.

3 POINTS

Cornhole bag comes to rest in the hole.

TOTAL SCORE

Sum of points scored on 16 throws from assigned distance.

TEAM SCORE

Sum of all scores for all players on the team.

THROWING DISTANCE

- The assessment for doubles play shall begin from a 27-ft. distance from the front of board to front of board.
- If an athlete does not score at least 4 player points on the assessment, they will move to throw from 21-ft.
- Both players on a doubles team must be qualified from the same distance. Doubles partners may not throw from different foul lines.

THROWING DISTANCE FOR OFFICIAL EVENTS

- The official distance for all state, regional, national, and international events is 27-ft. An athlete must be able to score a minimum of 4 points on the assessment test at 27-ft. in order to be considered for these official events.

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GOVERNING BODY OF CORNHOLE

SHARE HOW YOU PLAY, TAG US IN YOUR GAME!

#PLAYCORNHOLE



FORMAT: DOUBLES
CORNHOLE QUALIFICATION
ASSESSMENT SCORECARD



ATHLETE #1 NAME:
ATHLETE #2 OR UNIFIED PARTNER NAME:
COUNTY PROGRAM NAME:

		TOSS NUMBER	DISTANCE: 27 FT.		DISTANCE: 21 FT.		DISTANCE: 21FT.	
			ATHLETE #1	ATHLETE #2 OR UNIFIED PARTNER	ATHLETE #1	ATHLETE #2 OR UNIFIED PARTNER	ATHLETE #1	ATHLETE #2 OR UNIFIED PARTNER
		SCORE (0, 0.5, 1, 3)	SCORE (0, 0.5, 1, 3)	SCORE (0, 0.5, 1, 3)	SCORE (0, 0.5, 1, 3)	SCORE (0, 0.5, 1, 3)	SCORE (0, 0.5, 1, 3)	
BOARD 1	LEFT SIDE	1						
		2						
		3						
		4						
	RIGHT SIDE	1						
		2						
		3						
		4						
BOARD 2	LEFT SIDE	1						
		2						
		3						
		4						
	RIGHT SIDE	1						
		2						
		3						
		4						
TOTAL SCORE (0-48)								
TEAM SCORE (sum all scores)								

SCORING:	0 POINTS Cornhole bag does not come in contact with the board or bounces onto the board.	0.5 POINTS Cornhole bag hits the board in the air, but does not stay on the board or land in the hole.	1 POINT Cornhole bag comes to rest on the board.	3 POINTS Cornhole bag comes to rest in the hole.	TOTAL SCORE Sum of points scored on 16 throws from assigned distance.
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THE ORIGINAL AND OFFICIAL GOVERNING BODY OF CORNHOLE



DISTANCE RUN & WALK

TRADITIONAL EVENTS

1-Mile Walk
3000m Run
3000m Walk
5000m Run
5000m Walk

UNIFIED EVENTS

3000m Unified Run
3000m Unified Walk
5000m Unified Run
5000m Unified Walk

The Official Special Olympics Sports Rules for Track & Field shall govern all Special Olympics competitions. Special Olympics has created these rules based upon USA Track & Field rules, which shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Athletics or Article I. In cases such as this the [Official Special Olympics Sports Rules for Athletics](#) shall be used.

COMPETITION MANAGEMENT

1. Athletes and Unified partners may select one (1) event only.

DIVISIONING

1. All events will be divisioned and awarded separately. However, they will be ran or walked together.
2. All events will be divisioned by gender and athlete's entry scores.
3. There may be up to 6 athletes per division.
4. There may be no more than a 25% difference between the highest average and the lowest average in the division.
5. Genders groups may be combined to run or participate together but scored and awarded separately.
6. Maximum Effort will be enforced for Distance Run & Walk. Athletes who exceed their entry time by 30% will be disqualified.
 - a. Any time that divisioning is not compliant with 25% difference between the highest average and the lowest average in the division then Maximum Effort will not be enforced.
 - b. Exception: Athletes who are divisioned in the highest heat or flight will not be disqualified due to Maximum Effort.

SPORT RULES

UNIFORM SPECIFICATIONS

1. The following is the approved uniform/equipment list and is required for athletic competition:
 - a. Running shorts, basketball shorts, biker shorts, sweatpants, jogging pants, t-shirts, tank tops, sweatshirts, athletic shoes, tennis shoes, basketball shoes, running shoes, and cross-trainers.
2. The following uniform/equipment list will disqualify the individual from athletic competition if worn:
 - a. Denim, slacks or shorts, casual wear, dress slacks or shorts, tennis shorts, button-down casual shirts, golf shirts, shirts with collars, ads for alcohol or tobacco products, hard-sole shoes, sandals, and hiking boots.
3. Bib numbers will be used and will be provided by the Track & Field Sport Management Team. Bib numbers must be worn on the front and on the outer most layer of clothing.

GENERAL RULES

1. The start commands for all events will be:
 - a. "On your marks";
 - b. Visual sign from the starters both arms up;
 - c. Gun fired.
3. Competitors will be disqualified for:
 - a. Impeding the progress of another competitor.
 - b. Interfering or making excessive contact with the running of another competitor.
 - c. Gaining an advantage during the race.
 - d. Two (2) false starts in the same event.
4. For all events, a "curved waterfall" line will be used for the starting line if the event is started on a 400m track.
5. Walkers will line-up behind runners on the starting line.
6. A finish line tape will not be used for any event.
7. All runners must complete the full distance of a race entered, in order to qualify for an official place.
8. The competitors finishing shall be placed in the order in which any part of the torso (excludes head, arms, legs, hands) reaches the vertical plane of the nearest edge of the finish line.

DISTANCE RUN & WALK



9. All questions concerning the start shall be decided by the starter.
10. Pacing is not allowed for any running or walking event.
11. During all walk races, participants must have one (1) foot in touch with the ground at all times.
12. The 1-Mile Walk will be contested on a standard 400m oval track. All other events will be contested on a grassy, hilly cross country course.

UNIFIED SPORTS® TEAM STANDARDS

1. Unified team members should wear matching uniforms.
2. A Unified team's age group is determined by the oldest athlete on the team. Teams without competition in their age group may be reassigned to a different age group (moving to an older age group).
3. Coed teams compete in the men's division.
4. In the Unified run/walk (3000m or 5000m), the team shall consist of one (1) athlete and one (1) Unified partner.
5. The finishing time will be the time of the slower of two (2) teammates - NOT a combined time.
6. The first competitor from a Unified team to cross the finish line may not return to the course to pace their teammate.



EQUESTRIAN

Grooming and Tacking	MODIFIED EVENTS Horse Parts Identification	Spoon Race
Barrel Race	TRADITIONAL EVENTS English Equitation	Flags
Dressage	English Trail	Team Relay
Drill Team 2-person	Pole Bending	Western Pleasure
Drill Team 4-person	Western Trail	Driving
Showmanship		
	UNIFIED EVENTS	
Unified Team Relay	Unified Drill Team 2-person	Unified Drill Team 4-person

The Official Special Olympics Sports Rules for Equestrian shall govern all Special Olympics competitions. Special Olympics has created these rules based upon Federation Equestre Internationale (FEI) rules, which shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Equestrian or Article I. In such cases, the [Official Special Olympics Sports Rules for Equestrian](#) shall apply.

COMPETITION MANAGEMENT

1. Coaches of Equestrian delegations **MUST** have been certified by attending a Special Olympics Equestrian Coaches Training School.
 - i. A Coaches Training will be held on April 13th at Hendricks Co. Fairgrounds.
2. Each event must have at least three (3) entries. The Equestrian Sport Management Team reserves the right to cancel any event with less than three (3) entries.
3. Refer to the *Equestrian Riding Patterns* document located in the Resource Library on the Special Olympics Indiana website for updated riding patterns and horse part ID parts.
4. Event Limits
 - a. **Riders may enter up to six (6) total events. Events may be mounted or unmounted.**
 - b. **Only two (2) riders are allowed to compete on any one (1) horse. If two (2) riders share a horse, only one (1) rider can be Level A.**
 - c. Athletes must stay within their selected level.
 - d. Athletes who choose supported classes in mounted events may choose independent classes in unmounted classes and vice versa.
 - e. All mounted or all unmounted classes must be performed at the same level.
 - f. Driving is considered an unmounted event.

DIVISIONING

1. No qualification scores are required.
2. Individuals will be placed in competitive divisions by the Equestrian Sport Management Team according to riding level and assistance needed.
3. Individuals from the same County Program may be placed in the same division.
2. When entering trail class, athletes must enter a class appropriate to their tack and riding style.
3. Athletes will not be disqualified for Maximum Effort for equestrian.

SPORT RULES

UNIFORM & EQUIPMENT SPECIFICATIONS

1. All athletes **MUST** wear a SEI-ASTM approved helmet with full chin harness when working with a horse.
2. All athletes must wear long pants. While show clothes are appropriate for the class entered are highly encouraged, they are not required. Jeans and/or khakis may be worn. Shirts must have sleeves. No tank tops, halter tops, tube tops, etc. allowed.
3. All athletes are required to wear hard-soled boots with a heel. If an athlete cannot wear this type of boot, a form from a doctor is required.

GENERAL RULES

1. Levels
 - a. The level system within the format of a regular horse show provides coaches with an effective guide for assessing athletes' abilities and placing them in the most appropriate events. The approach is consistent with the Special Olympics philosophy that coaches shall ensure that athletes compete in events within their sport

EQUESTRIAN



which challenge their potential and are appropriate to their ability.

- b. All Athletes may only compete in one level for the entirety of the competition.
 - c. The level system is as follows
 - i. Level A = walk, trot, and canter;
 - ii. Level B = walk and trot; and
 - iii. Level C = walk.
2. Classes
- a. Supported Classes
 - i. Refers to any help inside the riding arena.
 - ii. This support may consist of a horse handler, one (1) or two (2) side-walker(s) or any combination thereof.
 - iii. Readers are not classified as support.
 - iv. The athlete's coach may not be support.
 - v. Athletes are required to be in control of their horse.
 - vi. Support is for safety only.
 - b. Independent Classes
 - i. May have no assistance upon entering the arena.
 - ii. If any support enters the arena during the class, the athlete will be disqualified.
 - iii. Spotters will be placed around the arena for safety purposes.
 - iv. Readers are allowed.



FLAG FOOTBALL

MODIFIED EVENTS
Individual Skills Competition

TRADITIONAL EVENTS
Traditional Team

UNIFIED EVENTS
Unified Team

The Official Special Olympics Sports Rules for Flag Football shall govern all Special Olympics competitions. Special Olympics has created these rules based upon National Football League's Air It Out Flag Football rules, which shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Flag Football or Article I. In such cases, the [Official Special Olympics Sports Rules for Flag Football](#) shall apply.

COMPETITION MANAGEMENT

TEAMS & LEVELS

1. The team roster may contain a maximum of 10 players.
2. Teams shall field five (5) players to start the game (required).
 - a. Teams may continue with a minimum of four (4) players, if necessary due to disqualification or injury.
3. Team Level: Each team shall be placed in one (1) of three (3) Levels for play, based on attributes that best characterize their team. The level is subject to change by the Flag Football Sport Management Team prior to the tournament. A team's Level will serve as the basis for division placement.
 - a. Level 1 - High: plays by regulation rules; high to excellent skills and athleticism; implements strategies; runs specific plays; several players can catch a pass while running; reacts to the way the other team plays; quarterback with accurate and strong arm; defense able to play aggressively without being physical.
 - b. Level 2 - Average: plays by regulation rules; average skills and athleticism; some strategy; runs general plays; a couple of players can catch a pass while running; limited ability to react to the way the other team plays; quarterback with accurate or strong arm; defense has difficulty playing aggressively without being physical.
 - c. Level 3 - Low: following rules is a challenge; low skills and athleticism; little strategy; no organized plays; players not able to catch a pass while running; not influenced by the way the other team plays; quarterback with limited accuracy and arm strength; defensive skills limited.
4. When Special Olympics athletes or Unified Sports® partners require the use of wheelchairs or other mobility assistance devices, participation in team sports (basketball, softball, volleyball, and flag football) likely creates undue health and safety risks for that athlete and others in the game. The County Coordinator may apply to the State Office for special consideration for athletes who require such assistance. These requests will be considered on a case-by-case basis. Athletes in question should not compete at any level without State Office approval.
5. Each team shall have an adult non-playing coach responsible for the line-up and conduct of the team during competition.
6. **The Head Coach of each Flag Football team must have been certified by attending a Special Olympics Flag Football Coaches Training School. If a program has more than one team, each team must have a separate certified coach.**

DIVISIONING

1. A divisioning process will be used for flag football, like all other team sports. The Flag Football Management Team along with SOIN staff will work together to create these divisions by using a combination of age, gender, and game records.
2. The primary goal with the divisioning process is to create divisions of equal ability for quality competition.
3. Program location and travel time will be considered when scheduling.
4. Team will be grouped in divisions based on a classification round game or minimum game requirement and submitted game records.
5. Individual Skills
 - a. Skills will be divisioned by age, gender, and ability.
 - b. Age groups will be: 8-11; 12-21; 22 & older
 - c. There will be 3 - 8 athletes per division.
 - d. Divisioning by ability is based on the athlete's entry scores.
 - e. There will be no more than a 20% difference between the highest average and the lowest average in the division.
 - f. Age groups or genders groups may be combined if space is limited or there are not a minimum of 3 athletes to make up a division.
 - g. Athletes will not be disqualified due to Maximum Effort.

SPORT RULES

UNIFORM SPECIFICATIONS

1. All participants must have a playing uniform consisting of matching shirts with numbers on front and back which can be tucked in at the waist.

FLAG FOOTBALL



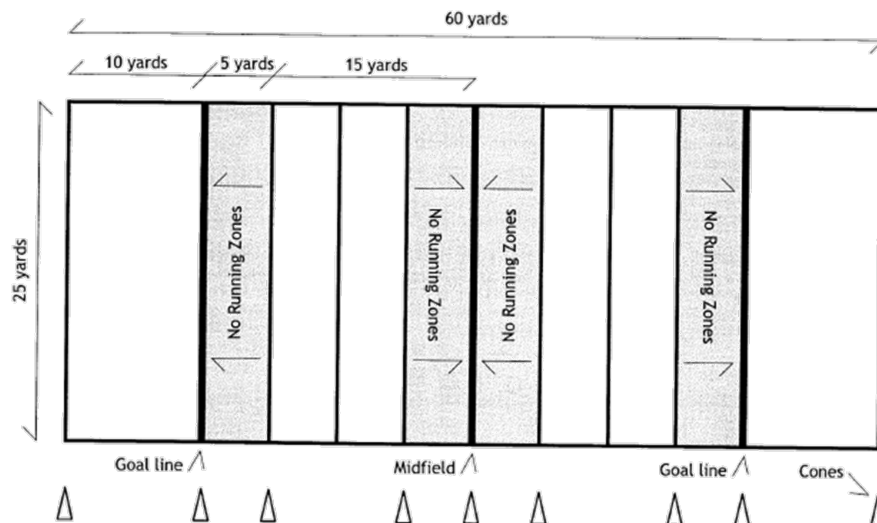
2. No jewelry may be worn (rings, bracelets, necklaces, earrings, etc.)
- 3. No blue jeans or ball caps will be allowed. Sunglasses must be pliable**
4. Players must wear rubber-cleated or flat-soled athletic shoes.
 - a. Metal cleats, spikes, hiking boots or other equipment deemed dangerous by officials will not be allowed.

EQUIPMENT

1. An intermediate (youth) size football will be used in all divisions.
2. A protective mouthpiece must be worn at all times.
3. A one-piece, three-flag belt will be worn during the game.

GENERAL RULES

1. Special Olympics Flag Football is non-contact.
 - a. In all aspects of Special Olympics flag football, rulings shall be made with player safety as the primary consideration.
2. Points of Emphasis
 - a. No team shall repeatedly commit fouls which halve the distance to the goal line.
 - b. Neither team shall commit any act which, in the opinion of the referee, tends to make a travesty of the game. This includes intentionally committing fouls to gain an advantage.
 - c. The referee will enforce any penalty they consider equitable, including the award of a score for an unfair act.
 - d. Referee may pull the flags of offensive players after a scoring play to verify they are attached legally.
4. Scoring
 - a. Touchdown: six (6) points.
 - b. Extra Point: one (1) point from the 6-yard line, two (2) points from the 12-yard line.
 - c. Safety: two (2) points.
5. Timing
 - a. The game shall consist of two (2) 20-minute halves (running time).
 - b. Officials can stop the clock at their discretion (injuries, delays).
 - c. Each team receives one (1) 60-second timeout per half.
 - i. An unused timeout in the first half does not carry over to the second half.
 - a. There shall be a 5-minute break at halftime.
6. Coin Toss
 - a. A coin toss determines first possession.
 - b. Each team will provide two (2) captains.
 - c. The officials and team captains will meet three (3) minutes prior to the start of the contest to conduct the coin toss.
 - d. The winner of the coin toss will choose offense, defense, or end of field to defend. The team winning the coin toss may defer its choice to the second half.
7. Possessions
 - a. All possessions, except following an interception, start at the offensive team's 5-yard line.
 - b. The offense has four (4) plays to cross mid-field.
 - c. Once the offense crosses mid-field, they have four (4) additional plays to score a touchdown.





FLAG FOOTBALL

- d. If the offensive team fails to cross mid-field or score a touchdown in a prescribed number of plays, possession of the ball changes and the opposite team starts at their 5-yard line.
 - e. Interceptions change possession of the ball at the spot of the interception.
 - i. A ball intercepted in the end zone is spotted at the 5-yard line.
 - f. Each time the ball is spotted (marked ready for play by the official) the team has 30-seconds to snap the ball.
8. Positions/Snap
- a. The center may snap the ball between the legs or to the side to start each play
 - b. No minimum number of players is required to line-up on the line of scrimmage.
9. Rushing the Quarterback (QB)
- a. All players who rush the Quarterback must be a minimum of 7-yards from the line of scrimmage when the ball is snapped.
 - i. A special marker, placed by the official, will designate the spot 5-yards from the line of scrimmage.
 - a. Players not rushing the quarterback may defend the line of scrimmage.
 - b. Once the Quarterback hands off the ball, the 7-yard zone no longer exists, and all defenders are eligible to rush.
10. Running
- a. The Quarterback (player receiving the snap) CANNOT run the ball.
 - b. Only direct hand-offs behind the line of scrimmage are legal. Laterals or pitches of any kind are not allowed.
 - c. The player who takes a hand-off can pass the ball, as long as they do not pass the line of scrimmage.
 - d. "No Running Zones" are on or inside the 5-yards before the mid-field line and goal line.
 - i. Any ball snapped from these zones must be passed.
 - ii. The purpose of "No Running Zones" is to avoid short yardage power running situations.
 - e. The ball carrier may not dive, hurdle, or use either arm to shield a defender from grasping their flag.
 - f. Ball carrier must make an effort to avoid defenders with an established position (cannot knock down).
11. Passing and Receiving
- a. All passes must be forward and received beyond the line of scrimmage (shuffle pass, underhand, or overhand).
 - b. All players are eligible to receive a forward pass, including the Quarterback, if they have legally handed-off.
 - i. Exception: In Unified Sports® divisions, if a Unified partner throws a pass, only athletes are eligible receivers.
 - ii. Player that steps out of bounds may not be the first player to touch the ball upon coming back inbounds.
 - c. Only one (1) player is allowed in motion at the snap and they may not be moving toward the line of scrimmage at the snap.
 - d. A player must have at least one (1) foot in bounds when making a catch.
 - e. Interceptions change possession of the ball at the point of the interception.
 - i. Exception: A ball intercepted in the end zone is spotted at the 5-yard line.
12. Dead Balls/Fumbles
- a. Anytime the ball hits the ground.
 - b. Play is ruled dead when:
 - i. The ball carrier's flag is pulled;
 - ii. The ball carrier loses their flag;
 - iii. The ball carrier steps out of bounds;
 - iv. The ball carrier's knee or hand touches the ground;
 - v. A touchdown, extra point, or safety is scored;
 - vi. When during a try-for-point the defense obtains possession of the ball;
 - vii. When a forward pass strikes the ground or is caught simultaneously by opposing players (the offense retains possession);
 - viii. A pass is intercepted (no returns);
 - ix. A receiver catches a ball without their flags attached;
 - x. A snapped ball touches the ground; or
 - xi. When there is an inadvertent whistle.
13. Penalties
- a. All penalties are assessed from the line of scrimmage.
 - b. No penalty may take the ball more than half the distance to the offender's goal line.
 - c. All penalties are automatically accepted (no declination).
 - d. Sportsmanship/Roughing
 - i. The officials will disqualify any player who participates in rough or unsportsmanlike play.
 - ii. No warning is required.

FLAG FOOTBALL



- e. Offense: 10-yards from the line of scrimmage and loss of down
 - i. Illegal Motion (more than 1 player moving at snap, moving forward at snap);
 - ii. Offside (in neutral zone at snap, false start);
 - iii. Illegal forward pass (not beyond line of scrimmage; Unified partner to Unified partner);
 - iv. Pass Interference (picking or pushing defender);
 - v. Illegal Contact (holding, blocking, bumping);
 - vi. Flag Guarding (driving, spinning, warding off); and
 - vii. Delay of Game (failing to snap within 30 second of ready).
- f. Defense: 10-yards from the line of scrimmage and automatic first down
 - i. Offside (in or beyond neutral zone at snap);
 - ii. Pass Interference;
 - iii. Illegal Contact (holding, blocking, bumping);
 - iv. Illegal Flag Pull (before receiver has ball);
 - v. Pulling or stripping the ball from the carriers possession at any time; and
 - vi. Illegal Rushing (rushing Quarterback inside 5-yard line).

14. Overtime

- a. If the score is tied at the end of regulation play:
 - i. A coin toss is held to determine first possession.
 - ii. Each team receives one (1) play from its own 12-yard line.
 - iii. The team with a yardage advantage is awarded one (1) extra point and wins the game.
 - 1) If both teams score a touchdown, or gain the same yardage, the procedure is repeated until one (1) team wins.

SUPPLEMENT TO THE RULES

- 1. Delay of Game
 - a. The ball must be put in play promptly and legally and any action or lack of action by either team that tends to prevent this is considered a delay of game.
 - b. This includes:
 - i. Interrupting the 30-second count for any reason except for a granted timeout,
 - ii. Consuming more than 30-seconds to snap the ball after it is ready for play,
 - iii. Failing to remove an injured player for whose benefit an excess timeout has been granted, or
 - iv. Deliberately advancing the ball after it has been declared dead.
- 2. Diving
 - a. A defensive or offensive player may dive to catch a pass.
 - b. Diving is illegal when used to down a player or advance a ball.
 - c. A player cannot dive in an attempt to gain extra yardage.
 - d. The team will be penalized accordingly.
- 3. Eligible Receiver
 - a. All offensive players are eligible to receive a pass, except in Unified Sports® divisions where Unified partners are ineligible when Unified partners are throwing the pass.
 - i. Unified Sports® teams are expected to comply with this rule without intervention by officials.
 - b. Failure to “self-patrol” will be considered unsportsmanlike, and will be penalized accordingly.
- 4. False Start
 - a. No member of the offensive team may simulate the start of the play before the ball is snapped.
- 5. Handling the Ball
 - a. Handling the ball is transferring player possession from one (1) teammate to another without throwing or kicking it.
 - b. A ball carrier may directly hand the ball to another player, provided both players are behind the line of scrimmage.
- 6. Hurdling
 - a. Jumping over or attempting to jump over a player, by the ball carrier, to prevent from being downed or to gain additional yardage is illegal.
 - i. Note: Jumping over a player who is on the ground to avoid injury, by official’s judgment, is legal.
- 7. Inadvertent Whistle
 - a. In case of an inadvertent whistle the team in possession of the ball may choose to accept the result of the play at the point where the play was blown dead or choose to re-play the down.
- 8. Line of Scrimmage
 - a. The line of scrimmage for each team is a vertical plane through the point of the ball nearest the team’s goal line.



FLAG FOOTBALL

- b. Each player on a team must be on its side of the line of scrimmage when the ball is snapped.
9. Motion
 - a. Only one (1) player of the offensive team may be in motion at the snap.
 - i. This player must be behind the Quarterback and not moving toward its goal line at the time the ball is snapped.
 - ii. If the player comes to a stop they must be set for one (1) second.
10. Screen Blocking
 - a. Legally obstructing an opponent without contacting him/her with any part of the screen blocker's body.
 - b. The screen blocker shall have their arms fully extended to the ground (below the waist) either at their side, in front, or behind their back. Arms may also be crossed over the chest with hands near the shoulders.
 - c. Any use of arms, elbows, or legs to initiate contact during the screen block is illegal.
 - d. A player must be on their feet before, during, and after screen blocking.
 - e. Screen blocking is the only form of legal blocking that can be used by any player at any time.
 - f. If any of the provisions listed are violated, and contact results, the screener has committed an illegal block.
 - i. The screen blocker must give an opponent at least one (1) step.
 - ii. The screen blocker must not initiate contact with opponent.
 - iii. The screen blocker may not take a position so close to a moving opponent that this opponent cannot avoid contact by stopping or changing directions.
 - iv. After assuming a legal blocking position, a player may move to maintain it, unless they move into an opponent and create contact.
 - v. After the snap of the ball, the blocker may move laterally or backward two (2) steps.
11. Shielding (Flag Guarding)
 - a. Runners shall not flag guard by using their hands, arms, or the ball to deny the opportunity for an opponent to pull or remove their flag belt.
 - b. This includes:
 - i. Swinging the hand or arm over the flag belt;
 - ii. Placing the ball in a possession over the flag belt; and
 - iii. Lowering the shoulders or arm over the flag belt.
12. Shift
 - a. A shift is the action of one (1) or more offensive players who after taking set positions move to a new position prior to the snap.
 - b. A player who shifts must reset for one (1) second prior to the snap.
13. Snap
 - a. A snap is the legal act of passing the ball through the legs or to the side from the ground to the Quarterback to start a play.
14. Substitutions
 - a. Any player on the roster may enter upon the completion of a play (when the ball is dead).
 - b. Each substitute must play at least one (1) down prior to being replaced.
 - c. A replaced player must leave the field immediately.

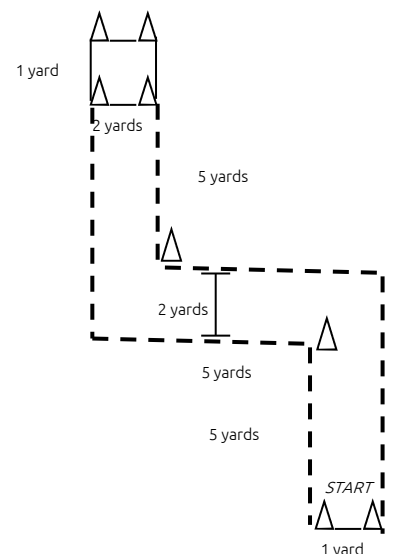
STANDARD RULES FOR UNIFIED SPORTS® TEAM

1. The roster shall contain a proportionate number of athletes and Unified partners.
2. During competition, the line-up shall never exceed three (3) athletes and two (2) Unified partners at any time.
3. Failure to adhere to the required ratio results in a forfeit.
4. Each team shall have an adult non-playing coach responsible for the line-up and conduct of the team during competition.

STANDARD RULES FOR INDIVIDUAL SKILLS COMPETITION

1. The Individual Skills Competition is a competition designed for lower ability athletes.
2. It is not for athletes who can already play the game.
3. The Individual Skills Competition is composed of four (4) events: Catching, Throwing for Accuracy, Throwing for Distance, and Flag Pulling.
4. The athlete's final score is determined by adding together the scores from these four (4) events.
5. The field size is 20-yards x 20-yards.
6. Catching
 - a. Purpose

Catching Diagram

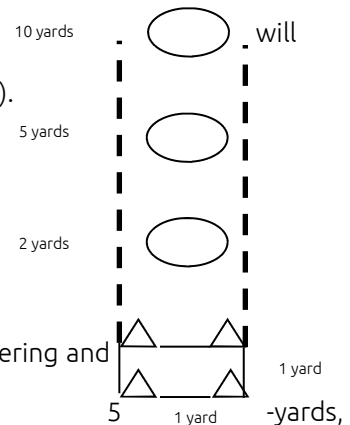


FLAG FOOTBALL



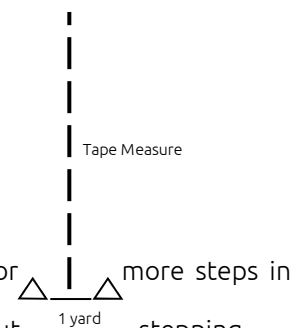
- i. To measure the athlete's ability to run a route and catch a football.
- b. Equipment
 - i. Eight (8) traffic cones and two (2) footballs
- c. Description
 - i. The athlete will run a chair route marked by cones.
 - ii. Each athlete starts at the starting point marked by two (2) cones then run to the first cone placed five (5) yards out, turn left and run five (5) additional yards to the next cone, then turn right, and run five (5) more yards to the square of cones and end up in a box 1-yard x 1-yard; the athlete will turn around and catch a thrown football.
 - iii. Each athlete will complete the whole activity three (3) times.
- d. Scoring
 - i. The athlete receives five (5) points for catching the ball; two (2) points for blocking or touching (knocking down the ball); zero (0) points for a missed attempt.
 - ii. For each cone on the running route the athlete successfully runs they receive one (1) point.
 - iii. A total of 21 points are possible at this station (7 points total per attempt).

Throwing for Accuracy Diagram



- 7. Throwing for Accuracy
 - a. Purpose
 - i. To measure the athlete's ability to throw a football accurately.
 - b. Equipment
 - i. Two (2) traffic cones, three (3) Hoola Hoops, five (5) footballs
 - c. Description
 - i. The player stands behind the restraining line in a 1-yard x 1-yard box, entering and existing from the back of the box.
 - ii. Three (3) targets are placed strategically on field; one (1) hoop at 2-yards, and 10-yards away from the restraining line.
 - iii. The athlete will stand in the square and try to throw the football into any of the targets (hoola hoops).
 - iv. Each athlete receives three (3) trials, one (1) trial at each distance. There are five (5) attempts per trial, for a maximum of 30 points possible.
 - d. Scoring
 - i. Each target has its own point value.
 - 1) The 10-yard target is worth three (3) points.
 - 2) The 5-yard target is worth two (2) points.
 - 3) The 2-yard target is worth one (1) point.
 - 4) Zero (0) points for missing target.

Throwing for Distance Diagram



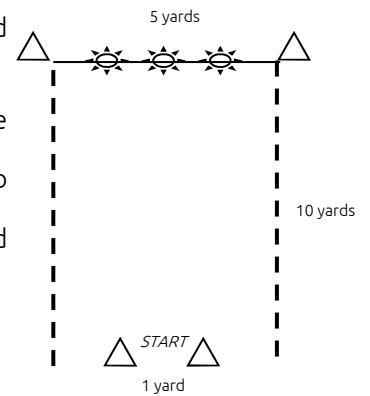
- 8. Throwing for Distance
 - a. Purpose
 - i. To measure the athlete's ability in throwing a football for distance.
 - b. Equipment
 - i. Two (2) traffic cones, five (5) footballs, long measuring tape
 - c. Description
 - i. The player stands behind the restraining line, back far enough to take one (1) or more steps in preparation for throwing.
 - ii. The player has five (5) attempts to throw the football as far as possible, without stepping over the restraining line.
 - iii. Coaches, assistants or other waiting players should be positioned in the field to indicate, using a cone or marking stake, the spot where each ball first touches the ground.
 - iv. The best of five (5) throws is measured and recorded as the player's score.
 - v. If a player steps on or over the line before releasing the football, the attempt must be repeated.
 - vi. There will be a maximum of two (2) repeats.
 - d. Scoring
 - i. The net throwing score equals the throwing distance measured at the point the ball hits the ground.
 - ii. The player's score is the best of the five (5) throws.
- 9. Flag Pulling
 - a. Purpose



FLAG FOOTBALL

- i. To measure the athlete's flag pulling ability.
- b. Equipment
 - i. Eight (8) traffic cones, three (3) flag belts with flags, one (1) stopwatch and three (3) volunteers
- c. Description
 - i. There will be three (3) volunteers with flags on, standing 10-yards from the starting line marked by cones.
 - ii. The athlete will run out and pull a flag off the first volunteer, then will return to the starting line and drop the flag in box.
 - iii. The athlete will repeat this two (2) more times until all flags are pulled and dropped in the box at the starting line.
- d. Scoring
 - i. This event will be scored by time. Listed below is the score being used.

Flag Pulling Diagram



Conversion Chart	
10 - 15 seconds	20 points
16 - 20 seconds	18 points
21 - 25 seconds	16 points
26 - 30 seconds	14 points
31 - 35 seconds	12 points
36 - 40 seconds	10 points
41 - 45 seconds	8 points
46 - 50 seconds	6 points
51 - 55 seconds	4 points
56 and up	2 points

FLAG FOOTBALL Individual Skills Scorecard

Athlete's Name: _____

County Program: _____



Event Attempts	Scoring System	Points	Score																								
Catching <i>3 trials</i>	<ul style="list-style-type: none"> 1 point for each cone on route 1 point for getting into box to catch 0 points for a missed attempt at catching 2 points for blocking/touching ball 5 points for catching ball 	<table border="0"> <tr> <td>Cone</td> <td>1</td> <td>2</td> <td>Catch</td> <td>Sub-total</td> <td></td> </tr> <tr> <td>1)</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td>___</td> <td>=</td> <td>___</td> </tr> <tr> <td>2)</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td>___</td> <td>=</td> <td>___</td> </tr> <tr> <td>3)</td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td>___</td> <td>=</td> <td>___</td> </tr> </table>	Cone	1	2	Catch	Sub-total		1)	<input type="checkbox"/>	<input type="checkbox"/>	___	=	___	2)	<input type="checkbox"/>	<input type="checkbox"/>	___	=	___	3)	<input type="checkbox"/>	<input type="checkbox"/>	___	=	___	<p><i>Sum of 3 trials</i></p> <p>_____</p> <p>points</p>
Cone	1	2	Catch	Sub-total																							
1)	<input type="checkbox"/>	<input type="checkbox"/>	___	=	___																						
2)	<input type="checkbox"/>	<input type="checkbox"/>	___	=	___																						
3)	<input type="checkbox"/>	<input type="checkbox"/>	___	=	___																						
Throwing for Accuracy <i>3 trials</i> <i>15 attempts</i>	<ul style="list-style-type: none"> 1 point for target #1 2 points for target #2 3 points for target #3 0 points for a missed attempt 	<table border="0"> <tr> <td>Target #1:</td> <td>Target #2:</td> <td>Target #3:</td> <td></td> </tr> <tr> <td>1) ___</td> <td>1) ___</td> <td>1) ___</td> <td></td> </tr> <tr> <td>2) ___</td> <td>2) ___</td> <td>2) ___</td> <td></td> </tr> <tr> <td>3) ___</td> <td>3) ___</td> <td>3) ___</td> <td></td> </tr> <tr> <td>4) ___</td> <td>4) ___</td> <td>4) ___</td> <td></td> </tr> <tr> <td>5) ___</td> <td>5) ___</td> <td>5) ___</td> <td></td> </tr> </table>	Target #1:	Target #2:	Target #3:		1) ___	1) ___	1) ___		2) ___	2) ___	2) ___		3) ___	3) ___	3) ___		4) ___	4) ___	4) ___		5) ___	5) ___	5) ___		<p><i>Sum of 3 trials (15 attempts):</i></p> <p>_____</p> <p>points</p>
Target #1:	Target #2:	Target #3:																									
1) ___	1) ___	1) ___																									
2) ___	2) ___	2) ___																									
3) ___	3) ___	3) ___																									
4) ___	4) ___	4) ___																									
5) ___	5) ___	5) ___																									
Throwing for Distance <i>5 attempts</i>	<ul style="list-style-type: none"> 1 point for each yard the ball travels in the air from the boundary line 	<p>Attempt #:</p> <p>1) _____</p> <p>2) _____</p> <p>3) _____</p> <p>4) _____</p> <p>5) _____</p>	<p><i>The best 1 of 5 attempts:</i></p> <p>_____</p> <p>points</p>																								
Flag Pulling <i>2 attempts</i>	<ul style="list-style-type: none"> Time to run 10 yards pull flag and bring flag back to start line <p>Conversion Chart</p> <table border="0"> <tr> <td>10-15 sec = 20 points</td> <td>36-40 sec = 10 points</td> </tr> <tr> <td>16-20 sec = 18 points</td> <td>41-45 sec = 8 points</td> </tr> <tr> <td>21-25 sec = 16 points</td> <td>46-50 sec = 6 points</td> </tr> <tr> <td>26-30 sec = 14 points</td> <td>51-55 sec = 4 points</td> </tr> <tr> <td>31-35 sec = 12 points</td> <td>56 and up = 2 points</td> </tr> </table>	10-15 sec = 20 points	36-40 sec = 10 points	16-20 sec = 18 points	41-45 sec = 8 points	21-25 sec = 16 points	46-50 sec = 6 points	26-30 sec = 14 points	51-55 sec = 4 points	31-35 sec = 12 points	56 and up = 2 points	<p>Attempt #:</p> <table border="0"> <tr> <td><i>Time (sec)</i></td> <td><i>Total Points</i></td> </tr> <tr> <td>1) _____</td> <td>_____</td> </tr> <tr> <td>2) _____</td> <td>_____</td> </tr> </table>	<i>Time (sec)</i>	<i>Total Points</i>	1) _____	_____	2) _____	_____	<p><i>Best of 2 attempts:</i></p> <p>_____</p> <p>points</p>								
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<i>Time (sec)</i>	<i>Total Points</i>																										
1) _____	_____																										
2) _____	_____																										

NOTE

Do NOT submit this form as the entry form. Use this form for entry score calculation only.

Place the TOTAL SCORE as the entry score.

TOTAL SCORE



GOLF

MODIFIED EVENTS

Individual Skills Competition
3 holes Individual Competition
6 holes Individual Competition

TRADITIONAL EVENTS

9 holes Individual Competition

UNIFIED EVENTS

Unified 2-person Competition

The Official Special Olympics Sports Rules for Golf shall govern all Special Olympics competitions. Special Olympics has created these rules based United States Golf Association rules, which shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Golf or Article I. In such cases the [Official Special Olympics Sports Rules for Golf](#) shall apply.

COMPETITION MANAGEMENT

1. Qualification Scores
 - a. Each individual golfer entering the tournament must play at least four (4) rounds of individual stroke golf (3, 6 or 9 holes) on any public or private course in Indiana.
 - b. Unified golfers must play four (4) rounds of alternate stroke golf (foursome) as a team on any public or private course in Indiana.
 - c. No player's handicap (individual or team) shall exceed 35.
 - d. Golfers who enter the Individual Skills Competition will be required to participate in every skill offered.
 - i. Individual skills participants must participate in four (4) rounds of each skill.
 - ii. Golfers will be placed into flights (divisions) according to overall results of all skill tests.
 - iii. Each participant will receive one (1) overall medal or ribbon.
2. Scoring
 - a. Each team/individual shall have their score maintained by a volunteer.
 - b. If a team/individual does not make the 10th stroke on a given hole, they shall pick up their ball and move to the next hole, listing a 10X on the scorecard.
3. Pace of Play
 - a. Golfers who participate in individual or Unified competition are expected to walk the course during their competition in a reasonable time period (use of a pull cart is allowed).
 - i. The following situations will be an indication you are playing too slow:
 - 1) If your group is averaging more than 15 minutes per hole, you are behind.
 - 2) If there is a one (1) hole gap in front of you as you begin teeing off, you are behind.
 - ii. Penalty: If your group is in one (1) of the above situations, officials will either:
 - 1) Give a warning, with help to locate golf balls and give tips on how to pick up pace.
 - 2) Give a penalty, in extreme circumstances.
4. Coaching/Advice
 - a. The coach may not give advice or physical assistance to a golfer during a stipulated round.
 - b. Advice is defined as any counsel or suggestion which could influence a player in determining their play, the choice of club, or the method of making a stroke.
 - c. Information on the rules or on matters of public information, such as the position of hazards or the flagstick on the putting green, is not advice.
5. The golf course shall be setup at the discretion of the Tournament Committee. The following guidelines should be used:
 - a. Women play from the forward tees, Men play from the next tee back from the forward tees.
 - b. Avoid any shots that require the golfer to carry a distance great than 50 yards over hazards or other obstacles.
 - c. Create holes that do not exceed the following measurements:
 - i. Par 3: 150 yards, Par 4: 350 yards, Par 5: 475 yards

DIVISIONING

1. Unified Golf Tour
 - a. No qualification scores needed & no divisioning
2. Sectionals
 - a. Qualification submitted
 - b. Separated into sectionals by county location in state and by sectional location team capacity
 - c. Divided into divisions based on ability
 - d. Teams from the same county may be placed in the same division
3. State
 - a. Teams advancing to State via Unified Golf Tour and Sectional Tournament Play
 - b. Divisioned by ability
 - c. Teams from same county may be placed in same division
4. Athletes will not be disqualified for Maximum Effort for golf.

GOLF



SPORT RULES

UNIFORM & EQUIPMENT SPECIFICATIONS

1. All participants must wear nice slacks or shorts and a shirt with a collar.
2. Jeans or t-shirts are not permitted.
3. Only golf shoes (no metal spikes) or tennis shoes will be allowed on the golf course.
4. Each player (individual and Unified golfer) must provide their own equipment including:
 - a. A set of clubs (14-club maximum), golf bag, and golf balls.
 - i. A set of clubs shall include at least one (1) wood, one (1) iron, and one (1) putter.
 - b. Individual Skills Competition participants must bring appropriate clubs for competition.
5. Golf Carts
 - a. Golf carts will be provided for all individual and Unified stroke play golfers. Golfers competing in individual skills will not be granted use of golf carts.
 - i. Depending on the number of competitors, 9-hole and 6-hole competitors will be given priority of carts if we have more individual competitors at the state competition.
 - b. Entries may be limited at the discretion of the Golf Sport Management Team based on the number of available golf carts.
 - c. Golf cart operators must . . .
 - i. Be over 18 years of age and possess a valid driver's license.
 - ii. Fill out Golf Cart Best Practices created by SO Indiana's risk management provide, supplied by the State Office.
 - d. If Rule 2-c-i does not apply, the golfer must provide the driver who is over 18 and has a valid driver's license.
 - i. Golf cart drivers provided by the golfer must register with the State Office at least two (2) weeks prior to the Sectional or State event, whichever comes first.
 - ii. Golf cart drivers provided by the golfer must be registered Class A Volunteers with the State Office.
 - e. Golf carts are restricted to athletes and Unified partners. Coaches and spectators will not be granted use of golf carts on the course.
 - f. The County Program is responsible for reimbursement of expenses associated with the golf cart.

GENERAL RULES FOR INDIVIDUAL PLAY

1. Purpose
 - a. Individual golf is designed to meet the needs of those Special Olympics golfers wishing to play individually in a tournament where the stipulated round is 3, 6, or 9 holes.
 - b. The player should be capable of playing independently.
2. Format of Play
 - a. The format shall be stroke play competition
3. Number of Holes to be Played
 - a. Athletes will be allowed to enter 3-, 6-, or 9-hole competition.
 - b. When entering athletes in the 3-hole competition shall play three (3) holes no longer than 150 yards.
 - c. Players entered in the 6-hole competition shall play six (6) holes no longer than 200 yards.
 - d. Players entered in the 9-hole competition will play the course as is.
4. Scoring
 - a. If a 10th stroke is played without holing the shot, then the player shall record a score of 10X and proceed to the next hole.
5. Ties

TIPS TO PICK-UP YOUR PACE

1. Play "Ready Golf." This means when it is your turn to play, you have already made your club selection and you know your yardage.
2. When it is your fellow competitor's turn to play, use this time to choose your club or find yardage. Be sure not to disturb anyone while you do this.
3. Help the other players in your group by moving their bag. You may help your group's pace by moving your teammate's bag while they hit their shot.
4. Help watch each other's shots. Line up stray shots with reference points to help locate lost balls.
5. When approaching a green, lay your bag down on the side of the green that is closest to the next tee.
6. Move off greens quickly and mark scores on the next tee.



GOLF

- a. First place ties shall be decided in the following manner.
 - i. Of the players tied for first place, the player with the fewest number of 10X scores shall be declared the winner.
 - ii. All other ties shall remain as ties and both individuals should be presented with the same award.

GENERAL RULES FOR UNIFIED SPORTS® TEAM PLAY

1. Purpose
 - a. Unified team play is to provide athletes and Unified partners the opportunity to develop a mastery of the basic skills, rules, and etiquette of the game of golf in a team format.
2. Definition of a Team
 - a. A team shall consist of one (1) athlete and one (1) Unified partner.
 - b. Athletes who participate on a Unified team must be players that can participate in one (1) of the individual golf rounds independently. Athlete's participating in the Individual Skills Competition are not eligible for Unified golf.
3. Format of Play
 - a. Foursome (alternate shot) - The players play alternately from the teeing grounds and then alternate strokes until the ball is holed.
 - i. Example: If player "A" plays from the tee on the odd numbered holes (1, 3, 5...) then player "B" would play from the tee on the even numbered holes (2, 4, 6...).
 - b. Only one (1) ball would be in play on a hole.
4. Scoring
 - a. Once the ball is in play on each hole, the players shall alternate turns hitting the ball until the ball is holed or until 10 strokes have been played.
 - b. If a 10th stroke is played without holing the shot, the team shall record a score of 10X and proceed to the next hole.
5. Ties
 - a. Ties shall be decided in the following manner.
 - i. Sectional Play
 - a) All ties will be broken, no matter place.
 - b) First tiebreaker: of the tied teams, the team with the fewest 10X scores shall be awarded the higher place.
 - c) Second tiebreaker: if the teams are still tied after applying the first tiebreaker, the scores of tied teams from the top handicap hole (most difficult hole) of the course will be used. If the scores are equal, the scores from the second most difficult handicap hole of the course will be used; and so on until the tie is broken.
 - d) In the event the tie remains after applying the second tiebreaker to all holes, the Golf Sport Management Team will flip a coin.
 - i. State Tournament Play
 - a) All ties shall remain as ties and both teams should be presented with the same award.
6. Modifications
 - a. Penalty Strokes
 - i. Penalty strokes do not alter the order of play.
 - b. Order of Play
 - i. If teammates play a stroke or strokes in incorrect order, such strokes shall be cancelled and the side shall incur a penalty of two (2) strokes).
 - ii. The side shall correct the error by playing a ball in correct order as near as possible to the spot from which it first played in incorrect order.
 - iii. If the side plays a stroke from the next teeing ground without first correcting the error, or in the case of the last hole of the round, leaves the putting green without declaring its intention to correct the error, the side shall be disqualified.
 - c. Coaching/Advice
 - i. During a stipulated round, members of a Unified team may provide advice, but may not provide physical assistance to each other.
 - ii. Advice is defined as any counsel or suggestion which could influence a player in determining their choice of club or the method of making a stroke.
 - iii. Information on the rules or on matters of public information, such as the position of hazards or the flagstick on the putting green, is not advice.

GENERAL RULES FOR UNIFIED TOUR PLAY

1. Unless otherwise stated, the Golf Rules (Uniforms Specifications, General Rules, Equipment, and General Rules for Unified Sports Team Play) found in the 2024-2025 Program Information Guide will govern the Unified Golf Tour competition.
2. Entry Information
 - a. Teams will be entered into three (3) Tour stops based on their entry form.
 - b. Once all teams have been assigned to three (3) Tour stops, unfilled stops at each Tour stop may be filled on a

GOLF



first come, first served basis.

- c. Teams who do NOT sign up for at least three (3) Tour stops will receive the lowest priority when filling spots at each tour stop.
 - d. Teams that sign up for three (3) and/or four (4) stops but are a “no show” at one of their assigned stops will be disqualified from advancing to the State tournament via the Unified Golf Tour. These teams will have the opportunity to advance via sectional play.
3. Qualification Scores
- a. No qualification scores are required to enter the Unified Golf Tour.
 - b. Each round of golf played on the Unified Golf Tour can be used as one (1) of the four (4) qualifying rounds necessary for Sectional or State Tournaments. Rounds will only count if the team consists of the same athlete and Unified partner that will be playing together in Sectional or State Tournaments.
 - c. Teams that finish at a minimum of three (3) Tour stops will have their requirement for four (4) qualifying scores waived prior to Sectional or State Tournaments.
4. Tour Format
- a. Because this is a high performance event, there will be no divisions for the duration of the Tour. Teams will be randomly assigned to the group with which they will play at each Tour stop.
 - b. Tour stops can accommodate a maximum of 36 teams. Tour stops may choose to accommodate less teams based on their available resources, but no fewer than 27 teams.
 - c. Overall Standings will be based on the team’s tour average. The tour average will be obtained by dividing their total score from their top 3 tour stops by 3 (the minimum number of tour stops).
 - i. Teams that went to four (4) Unified Golf Tour Stops will be awarded their top 3 scores to serve as the team’s tour average.
 - d. Teams who do NOT sign up for at least three (3) Tour stops will NOT earn points in the Overall Standings and will NOT be counted in the place finish order.
 - e. Tour Stop Cancellation
 - i. Per Special Olympics Indiana’s Event Policies, any Tour stop cancelled due to weather will not be rescheduled.
 - ii. Teams assigned to a cancelled Tour stop will be awarded points based on their would-be place finish, determined by their average round score of ALL other Tour stops. Points will not be determined until all teams assigned to the cancelled stop have completed all other stops.
 1. These awarded scores will be differentiated from the earned scores by a different color in the overall standings.
 - iii. In the event, there are two tour stops on the same day and one is cancelled. Coaches may call the other Tour Stop Director to ask to play in their stop.
 1. Acceptance of the new teams is determined by tour stop availability and must be cleared by the Tour Stop Director. Final call from the Tour Stop Director will be given on a first come, first serve basis.
 2. If a team is cleared to play at the other stop, their earned score at this stop will be included in their scoring calculation and will not follow the cancelled stop procedures listed in 4.e.(ii).
 - iii. Once all teams’ round averages have been calculated, they will be placed in order of lowest average to highest average.
5. Advancement to State Golf Tournament
- a. Spots in the State Golf Tournament will be reserved for half of the number of teams who sign-up for the Unified Golf Tour with a cap of 36 teams. For example, if 50 teams sign-up for the Tour, 25 teams will advance to the State Tournament through the Tour.
 - b. Teams will be awarded spots in the State Tournament based on the accumulated scores at their BEST THREE (3) Tour stops. If a team competes at a fourth (or more) Tour stop, their worst score(s) will be removed from the calculations for Overall Standings.
 - c. Teams must compete in at least 3 Tour stops to be eligible to advance to State through the Tour.
 - i. Any team who signs up for a Tour stop and fails to show up will become ineligible for advancement to the State Tournament through the Tour and will automatically be entered into Sectional competition.
 - ii. Teams who fail to show up at a Tour stop may participate in subsequent Tour stops; however, they may not earn points and will not be counted in the place finish order.
 - d. Tiebreakers
 - i. Ties will not be broken at each Tour stop.
 - ii. At the end of the Tour, all ties in the standings will be broken to determine which teams advance to the State Tournament.
 - iii. First tiebreaker: of the tied teams, the team with the lowest stroke average will be awarded the higher place.
 - iv. Second tiebreaker: if teams are still tied after applying the first tiebreaker, the team who competed at the



GOLF

- most Tour stops will be awarded the higher place.
- v. Third tiebreaker: if teams are still tied after applying the second tiebreaker, the team names will be put into a hat and the name drawn out will be awarded the higher place.

Host County	Maximum Teams	Date	Tee Time	Course Name
Clark-Floyd Counties	36	Sunday, July 13	2:00p.m. EST	Elk Run Golf Club 1820 Charlestown Pike Jeffersonville, IN 47130
Washington Township	27	Saturday, July 14	3:00p.m. EST	South Grove Golf Course 1800 W 18th St Indianapolis, IN 46202
Lake County	36	Sunday, July 16	1:00p.m. CST	Youche Country Club 2301 W 129th Place Crown Point, IN 46307
Tippecanoe County	27	Sunday, July 21	3:30p.m. EST	Battle Ground Golf Club 5505 Pretty Prairie Rd. Battle Ground, IN 47920
Jay County	27	Sunday, July 28	1:00p.m. EST	Portland Golf Club 124 W 200 S Portland, IN 47371
Allen County	27	Saturday, Aug. 3	2:00p.m. EST	Brookwood Golf Club 10304 Bluffton Rd Fort Wayne, IN 46809
Johnson County	36	Sunday, Aug. 4	3:00p.m. EST	Hickory Stick Golf Club 4222 Hickory Stick Pkwy Greenwood, IN 46143
Wayne County	20	Sunday, Aug. 11	1:00p.m. EST	Liberty Country Club 1391 N US-27 Liberty, IN 47353

GENERAL RULES FOR INDIVIDUAL SKILLS COMPETITION

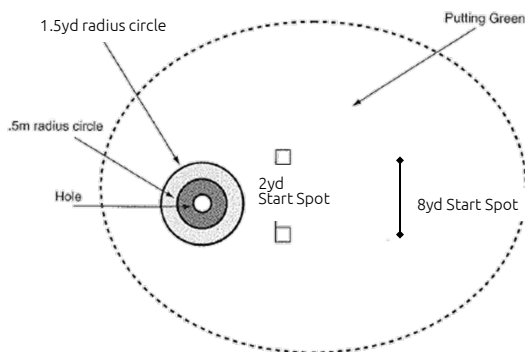
1. Purpose
 - a. The Individual Skills Competition is to allow athletes to train and compete in basic golf skills. The development of these key skills is necessary prior to advancing on to individual or Unified golf.
2. Registration
 - a. Each player shall register by submitting four (4) rounds of short putting, long putting, chip shot, and wood shot skills tests.
3. Short Putt
 - a. Purpose
 - i. To measure the athlete's ability to putt focusing on the short putt.
 - b. Equipment
 - i. A regulation putting green with a properly marked (target) hole should be used. One (1) putter is needed for each athlete. Five (5) balls are needed for each hole being used. A chalkier may be used to put the targets around the hole.
 - c. Description
 - i. A target hole is selected and two (2) circles are placed around the hole.
 - ii. One (1) circle will have a 1/2 yard radius and the other circle will have a 1-1/2 yard radius.
 - iii. The athlete will strike five (5) putts towards the hole.
 - iv. The putts will be made from a distance of two (2) yards.
 - v. The starting point should be marked clearly on the green, two (2) yards from the hole.
 - vi. The starting point should be set up on the green with as little contour as possible.
 - vii. Putting uphill is recommended instead of over a side putt or a downhill breaking putt.
 - d. Scoring
 - i. The athlete will putt five (5) balls at the target from a line two (2) yards from the hole, scoring points according to where the ball comes to rest.
 - ii. Athletes will score one (1) point for making a stroke at, and striking the ball. A swing and miss counts as one (1) attempt and receives a score of zero (0) for that shot.
 - iii. A second point is scored if the ball stops within the 1-1/2 yard circle.

GOLF



- iv. A third point will be scored if the ball stops inside the 1/2 yard circle.
 - v. If the ball goes in the hole, a total of four (4) points will be scored.
 - vi. The total score from the five (5) shots will be the athlete's final score for the putting competition.
4. Long Putt
- a. Purpose
 - i. To measure the athlete's ability to putt focusing on the long putt.
 - b. Equipment
 - i. A regulation putting green with a properly marked (target) hole should be used. One (1) putter is needed for each athlete. Five (5) balls are needed for each hole being used. A chalker may be used to put the targets around the hole.
 - c. Description
 - i. A target hole is selected and two (2) circles are placed around the hole.
 - ii. One circle will have 1/2 yard radius and the other circle will have 1-1/2 yard radius.
 - iii. The athlete will strike five (5) putts towards the hole.
 - iv. The putts will be made from a distance of nine (9) yards.
 - v. The starting point should be marked clearly on the green, nine (9) yards from the hole.
 - vi. The starting point should be set up on the green with as little contour as possible.
 - vii. Putting uphill is recommended over a side-hill or a downhill breaking point.
 - d. Scoring
 - i. The athlete will putt five (5) balls at the target from a line nine (9) yards from the hole, scoring points according to where the ball comes to rest.
 - ii. Athletes will score one (1) point for making a stroke at, and striking the ball. A swing and miss counts as one (1) attempt and receives a score of zero (0) for that shot.
 - iii. A second point scored if the ball stops within the 1-1/2 yard circle.
 - iv. A third point will be scored if the ball stops inside the 1/2 yard circle.
 - v. If the ball goes in the hole, a total of four (4) points will be scored.
 - vi. The total score from the five (5) shots will be the athlete's final score for the putting competition.

Diagram for the Short & Long Putt



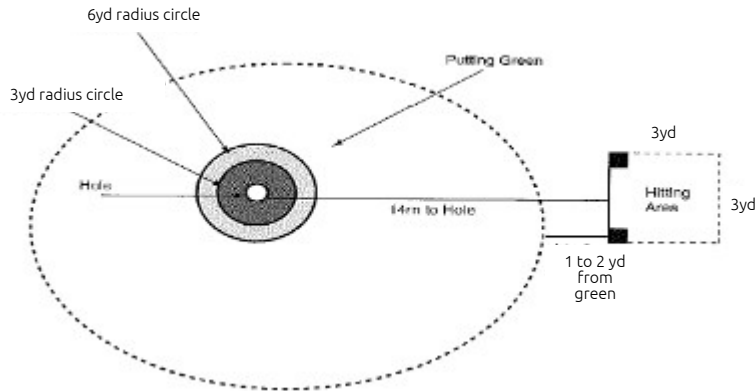
5. Chip Shot
- a. Purpose
 - i. To measure the athlete's ability in hitting a controlled chip shot 15 yards from the hole.
 - b. Equipment
 - i. An assorted number of irons for both left and right handed players. Woods and putters are not permitted for this skill. Five (5) balls for each hole being used. A safely marked hitting area 3-yards x 3-yards square. A putting green with a clearly marked target flag and hole.
 - c. Description
 - i. A chipping area is set up which includes a 3-yard x 3-yard square hitting area 15 yards from the hole.
 - ii. The chipping area should be between 3-4 yards from the closest edge of the green.
 - iii. A 3-yard radius circle and a 6-yard radius circle will be placed around the hole.
 - iv. The athlete is instructed to chip the ball at a designated hole getting it as close to the hole as possible.
 - d. Scoring
 - i. The athlete will attempt five (5) shots at the target, scoring points according to where the ball comes to rest.



GOLF

- ii. Athletes will score one (1) point for making a stroke at, and striking the ball. A swing and miss counts as one (1) shot and receives a zero (0) for that score.
- iii. A second point is scored if the ball comes to rest inside the 6-yard circle around the hole.
- iv. A third point is scored if the ball comes to rest inside the 3-yard circle around the hole.
- v. If the ball goes in the hole, a total of four (4) points will be awarded.
- vi. The total score from the five (5) attempts will be the athlete's final score for the chipping contest

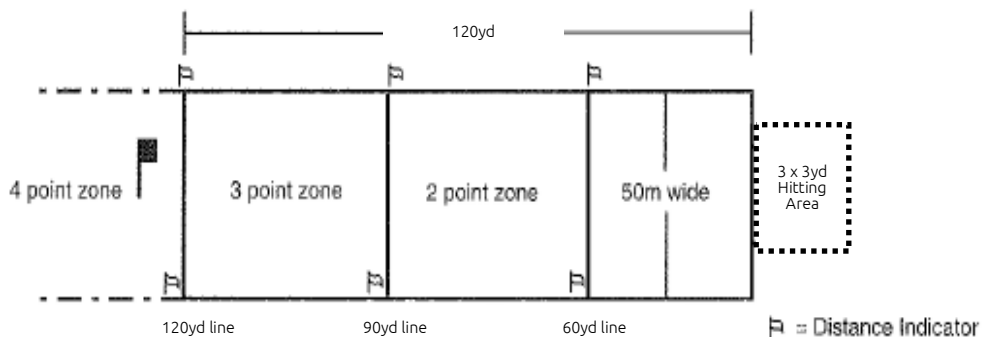
Diagram for the Chip Shot



6. Wood Shot

- a. Purpose
 - i. To measure the athlete's ability to hit a wood shot for distance within a set hitting area.
- b. Equipment
 - i. An assorted number of woods for both left and right handed players. An appropriate number of golf balls based on the number of competitors. It is recommended that five (5) balls per player be available to eliminate having to retrieve balls. A safely marked hitting area, chalk, and marker; ball retrievers for the scorers. A target flag and eight (8) cones or other visible marker to identify distance locations.
- c. Description
 - i. The athlete may choose to hit the ball off a tee, a mat, or the ground.
 - ii. The athlete is instructed to hit the ball from the teeing area toward a designated flag in the hitting area trying to keep the ball within the boundary markers and achieving a distance of more than 60m.
- d. Scoring
 - i. The athlete will attempt five (5) shots at the target, scoring points according to where the ball comes to rest.
 - ii. Athletes will score one (1) point for making a stroke at, and striking the ball. A swing and miss counts as one (1) attempt and the athlete receives zero (0) points for that shot.
 - iii. Two (2) points are scored for a ball that comes to rest between the 60yd and 90yd lines within the 50yd wide boundary lines.
 - iv. Three (3) points are scored for a ball that comes to rest between the 90yd and 120yd lines within the 50yd wide boundary lines.
 - v. Four (4) points are scored for a ball that comes to rest beyond the 120yd line within the 50yd wide boundary

Diagram for Wood Shot



GOLF Individual Skills Scorecard

Athlete's Name: _____

County Program: _____



Event Attempts	Scoring System	Points	Score
Short Putt <i>5 attempts</i>	<ul style="list-style-type: none"> • 0 points for missing the ball • 1 point for striking the ball • 2 points for ball stopping in outer circle • 3 points for ball stopping in inner circle • 4 points for ball going in hole 	Attempt #: 1) _____ 2) _____ 3) _____ 4) _____ 5) _____	Sum of all 5 attempts: _____ points
Long Putt <i>5 attempts</i>	<ul style="list-style-type: none"> • 0 points for missing the ball • 1 point for striking the ball • 2 points for ball stopping in outer circle • 3 points for ball stopping in inner circle • 4 points for ball going in hole 	Attempt #: 1) _____ 2) _____ 3) _____ 4) _____ 5) _____	Sum of all 5 attempts: _____ points
Chip Shot <i>5 attempts</i>	<ul style="list-style-type: none"> • 0 points for missing the ball • 1 point for striking the ball • 2 points for ball stopping in outer circle • 3 points for ball stopping in inner circle • 4 points for ball going in hole 	Attempt #: 1) _____ 2) _____ 3) _____ 4) _____ 5) _____	Sum of all 5 attempts: _____ points
Wood Shot <i>5 attempts</i>	<ul style="list-style-type: none"> • 0 points for missing the ball • 1 point for striking the ball • 2 points for ball 60-90yd within boundary • 3 points for ball 90-120yd within boundary • 4 points for ball beyond 120yd within boundary 	Attempt #: 1) _____ 2) _____ 3) _____ 4) _____ 5) _____	Sum of all 5 attempts: _____ points

NOTE

Do NOT submit this form as the entry form. Use this form for entry score calculation only.

Place the TOTAL SCORE as the entry score.

**TOTAL
SCORE**



SOCCER

MODIFIED EVENTS

5-on-5 Team
Individual Skills Competition

UNIFIED EVENTS

Unified Team Competition

The Official Special Olympics Sports Rules for Soccer shall govern all Special Olympics competitions. Special Olympics has created these rules based on Federation Internationale de Football Association (FIFA) rules, which shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Soccer or Article I. In such cases the [Official Special Olympics Sports Rules for Soccer](#) shall apply.

An athlete with Down syndrome who has been diagnosed with Atlanto-axial Instability may not participate in soccer events.

COMPETITION MANAGEMENT

1. Levels

- a. Each team shall be placed in one (1) of three (3) levels for play, based on the attributes that best characterize their team. The level is subject to change by the Soccer Sport Management Team prior to the tournament. A Team's level will serve as the basis for the division placement.
- b. Teams must play at least two (2) games against two (2) different teams listed in the team directory. These teams can be at different levels.
- c. Level 1 – High: plays by regulation rules; high to excellent skills and athleticism; implements strategies, runs specific plays; can control the ball and able to dribble the ball with pressure by defense, has the ability to make close and mid-range shots to 12 yards and beyond, has an understanding of the games and understands how to defend and play offense,
- d. Level 2 – Average: plays by regulation rules; average skills and athleticism; some strategies, runs general plays; a couple of players control the ball and can dribble with pressure by defense, players are able to make close and some mid-range shots that are within 8-12 yards, limited understanding of the games and understands how to defend and play offense, goes after loose balls within 3 to 4 steps
- e. Level 3 – Low: following rules is a challenge; low skills and athleticism; little strategies, no organized plays; players area aren't control the ball and limited abilities to dribble with defense, most players can only make close shots, limited understanding of the games and understands how to defend and play offense, often beaten by a defender on the dribble or to loose balls

DIVISIONING

1. A divisioning process will be used for soccer, like all other team sports. The Soccer Management Team along with SOIN staff will work together to create these divisions by using a combination of age, gender, and ability levels. Game Records and Player Evaluations will be used to gauge the team's ability level.
2. The primary goal with the divisioning process is to create divisions of equal ability for quality competition.
3. Program location and travel time will be considered when scheduling.
4. Team will be grouped in divisions based on a classification round game or minimum game requirement and submitted game records.
5. Individual Skills
 - a. Skills will be divisioned by age, gender, and ability.
 - b. Age groups will be: 8-11; 12-21; 22 & older
 - c. There will be 3 - 8 athletes per division.
 - d. Divisioning by ability is based on the athlete's entry scores.
 - e. There will be no more than a 20% difference between the highest average and the lowest average in the division.
 - f. Age groups or genders groups may be combined if space is limited or there are not a minimum of 3 athletes to make up a division.
 - g. Athletes will not be disqualified due to Maximum Effort.

SPORT RULES

UNIFORM SPECIFICATIONS

1. All competitors must have a playing uniform consisting of jersey, shorts, socks, athletic shoes.
2. The jersey shall be numbered on the front and back.
3. Shin guards are required for all competitors and must be completely covered by the socks.
4. Metal studs, baseball cleats, and football cleats are not allowed for athletes that choose to wear cleats.
5. 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.

SOCCER



EQUIPMENT

1. A size 5 ball will be used for all competition.
2. Field width shall be a minimum of 15 yards and a maximum of 25 yards.
3. Field length shall be a minimum of 25 yards and a maximum of 35 yards.
4. Goal size shall be a maximum of four (4) feet high and six (6) feet wide.

GENERAL RULES

1. Number of Players
 - a. The game is played between two teams, each consisting of five (5) players.
 - b. No goalkeeper will be used.
 - c. A maximum of 12 players may be carried on a team's roster.
 - d. A minimum of three (3) players from each team shall be on the field at any time.
 - e. The following lineup ratios are allowed for Unified teams:
 - i. 3 athletes, 2 partners
 - ii. 2 athletes, 2 partners
 - iii. 2 athletes, 1 partner
 - iv. Failure to adhere to the required ratio at any time results in a forfeit.
2. Substitutions
 - a. Each team may make an unlimited number of substitutions.
 - b. Substitutions may be made any time the ball is out of bounds, between halves, after a goal is scored, or during an injury stoppage.
 - c. The coach must signal the referee to make a substitution, and the player may only come onto the field when signaled by the referee.
3. Duration of Match
 - a. The match shall consist of two (2) halves, each 15 minutes long.
 - b. A halftime lasting five (5) minutes shall separate each half of play.
4. Overtime
 - a. In regular season play, ties are considered final.
 - b. In tournament play, two (2) halves each lasting five (5) minutes are used.
 - c. If the match is still tied after the overtime periods, penalty kicks will decide the winner.
 - i. The referee will decide which goal to use.
 - ii. The referee will conduct a coin toss with the winning team choosing whether to take the first or second kick.
 - iii. Penalty kicks will be taken from the kickoff spot at midfield.
 - iv. The coach of each team will choose five (5) players to take penalty kicks in an order of the coach's choosing.
 - v. In Unified competition, the lineup ratio applies to the players selected to take penalties.
 - vi. Kicks are taken alternatively by the teams.
 - vii. The team with the most goals after five (5) penalty kicks is the winner.
 - viii. If, before both teams have taken all kicks, one team has scored more goals than the other could score, the leading team is declared the winner and no more kicks are taken.
 - ix. If, after all penalty kicks are taken, the score is still tied, teams will alternate taking one (1) penalty kick at a time (in their original order) in a sudden death format until one team is declared the winner.
5. Start of Play
 - a. A coin toss will be conducted. The winner shall choose which goal to attack. The loser shall take the opening kickoff.
 - b. All players, except the player taking the kickoff, must be in their own half of the field of play.
 - c. The ball must be stationary on the center mark and becomes in play when it is kicked and clearly moves.
 - d. No goals may be scored from the kickoff. If the ball directly enters the kicker's goal, a corner kick is awarded to the opposing team.
6. The ball must completely cross the goal line (inside of the goal) to count as a goal.
7. Ball Out of Play
 - a. The ball must be completely over the sideline or goal line (outside of the goal) to be considered out of play.
 - b. Kick-Ins
 - i. When the ball completely passes over the sideline, a kick-in is awarded to the team who did not touch it last.
 - ii. The kick-in will be taken where the ball crossed out of play.
 - iii. No goals may be scored directly from a kick-in.
 - c. Goal Kicks
 - i. When the ball is last touched by an attacking player and completely passes over the goal line (outside of the



SOCCER

INDIVIDUAL SKILLS COMPETITION

- The purpose of Individual Skill Competition is to allow athletes to train and compete in basic soccer skills. Individual Skills Competition is designed for lower ability athletes who do not have the skills to participate in team soccer.
- Each player shall be entered by submitting the scores of each of the three (3) individual skills– Dribbling, Shooting, and Run and Kick.
- The athlete’s final score is determined by adding together the scores achieved in each of the three (3) events.
- The total score on the entry form or GMS is used to division individuals by age and ability in groups of at least three (3) and no more than eight (8).

5. Dribbling

- Equipment
 - Size five (5) balls, tape or chalk, four large cones to mark the finish zone
- Description
 - The player dribbles from the starting line to the finish zone, staying inside the marked lane. The finish zone should be marked off with cones as well as chalk.
 - The clock is stopped when both the player and the ball area stopped inside the finish zone. If the player overshoots the finish zone, he/she must dribble it back into the finish.
- Scoring
 - The (in seconds) elapsed while the player is dribbling is converted into points using the scale below. A deduction of five points is made for each time the ball runs over the sidelines of the lane or if a player touches the ball with his/ her hands (note: if the ball runs over the sideline, the referee will immediately place another ball in the center of the lane opposite the point at which the ball went out).

Dribble Time	Point Score
5-10	60 Points
11-15	55 Points
16-20	50 Points
21-25	45 Points
26-30	40 Points
31-35	35 Points
36-40	30 Points
41-45	25 Points
46-50	20 Points
51-55	15 Points
56 or more	10 points

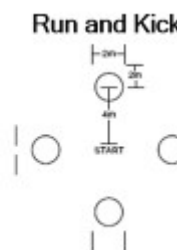
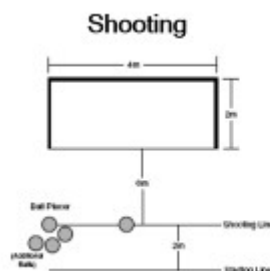
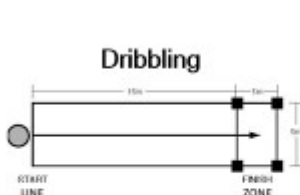
6. Shooting

- Equipment
 - Size five (5) balls, tape or chalk, 4ft x 6ft goal with net
- Description
 - Athlete begins at the start line and walks or runs forward to shoot the ball into the goal from a distance of 6 meters
 - Athlete is only allowed to kick the ball once
 - The athlete returns to the line and the ball placer places the next ball to be shot. The athlete repeats for a total of 5 shots.
- Scoring
 - Each successful goal = 10 points
 - 0 points will be given for each failed attempt

7. Run and Kick

- Equipment
 - 4 size five (5) balls
 - A central starting point should be marked
 - A two-meter wide target gate (cones or flags) set up two meters ahead of each ball
- Description
 - Player begins at the starting marker. Athlete runs to any ball and kicks it through a target gate
 - Athlete is only allowed to kick the ball once
 - The player then runs and kicks another ball through a target gate
 - When the player kicks the last ball the clock stops
- Scoring
 - The total time (in seconds) elapsed from when the player starts to when he/she kicks the last ball is recorded and converted into points using the conversion chart below
 - A bonus of five points is added for each ball kicked successfully through a target gate.

Dribble Time	Point Score
11-15	50 Points
16-20	45 Points
21-25	40 Points
26-30	35 Points
31-35	30 Points
36-40	25 Points
41-45	20 Points
46-50	25 Points
51-55	10 Points
56 or more	5 points



SOCCER 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 Soccer Evaluation Summary Form which must be turned into the State Office by Monday, Aug. 24, 2023.

A. BALL SKILLS (Select the most representative choice)

Has difficulty dribbling and tapping ball 2 Points
 Possesses some ball skills but are very limited 3 Points
 Can control ball with dominant foot only 4 Points
 Can control ball with both feet 5 Points
 Has ability to dribble either direction with token pressure 6 Points
 Has ability to beat defender (while dribbling) regularly with dominant food 7 Points
 Has ability to beat defender (while dribbling) Regularly with either foot 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 pass to teammate without looking 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 field coverage 5 Points
 Good field coverage; reasonably aggressive 6 Points
 Exceptional field coverage; aggressive anticipation 8 Points

SCORE: _

D. SHOOTING (Select the most representative choice)

Periodically can strike ball on goal from close range of 7 yards or closer 2 Points
 Can make shots regularly from close range 3 Points
 Can make shots inside of lane; attempts mid range Shot of 8 to 12 yards 4 Points
 Can make some mid range jump shots of 8 to 12 yards In goal with moderate pace 5 Points
 Makes mid-range jump shots consistently; attempts shots Beyond 12 yards 6 Points
 Excellent shooting form; can strike ball with pace, makes Shots from any range 8 Points

SCORE: _____

E. GAME AWARENESS (Select the most representative choice)

Sometimes confused on offense/defense; may not understand where they are on field 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 offensive counter attack 6 Points
 Advanced understanding of game and mastery of soccer fundamentals 8 Points

SCORE: _

F. DEFENSE (Select the most representative choice)

No understanding of defensive position or principles; often beat by a defender on the dribble or loose ball 2 Points
 Some understanding of defensive position and principles, Sometimes beaten by a defender on the dribble or to loose balls 3 Points
 More understanding of defensrive position, Goes after loose balls Within 3 to 4 steps 4 Points
 Good understanding of defensive positions and principles, Does not get beat often, aggressively goes after loose balls 6 Points
 Exceptional ability to defend; wins most loose balls, ability To clear the ball, shut down-type defender 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:** _____

SOFTBALL



MODIFIED EVENTS

Individual Skills Competition
Designated Pitcher Team

TRADITIONAL EVENTS

Traditional Team

UNIFIED EVENTS

Unified Team

The Official Special Olympics Sports Rules for Softball shall govern all Special Olympics competitions. Special Olympics has created these rules based World Baseball Softball Confederation (WBSC) rules, which shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Softball or Article I. In such cases the [Official Special Olympics Sports Rules for Softball](#) shall apply.

COMPETITION MANAGEMENT

TEAM COMPOSITION & LEVELS

1. A team roster may contain a maximum of 17 players.
2. Each team shall have an adult non-playing coach responsible for the line-up and conduct of the team.
3. Players may only be on one (1) team roster.
4. Team Level: Each team shall be placed in one of three levels for play, based on attributes of the top half of their team. The Level placement is subject to change by the Softball Sport Management Team prior to the tournament. A team's level will serve as the basis for division placement.
 - a. Level 1 - High: plays by regulation rules; high to excellent skills and athleticism; implements strategies; several players hit with power; reacts to the way the other team plays; competent fielders; aggressive base running.
 - b. Level 2 - Average: plays by regulation rules; average skills and athleticism; some strategy; a few players hit with power; defense depends on a few key players; most base runners require coach to say when to run.
 - c. Level 3 - Low: following rules is a challenge; low skills and athleticism; little strategy; a few players hit can hit ball out of infield or reliably catch a fly ball; defense depends on one or two key players; base runners advance one base at a time.
4. Teams must play at least two (2) games against different opponents within their classification to be eligible to compete in a sectional tournament. Winners of sectional brackets will advance to the State tournament.

DIVISIONING

1. A divisioning process will be used for softball, like all other team sports. The Softball Management Team along with SOIN staff will work together to create these divisions by using a combination of age, gender, and ability levels. Game Records will be used to gauge the team's ability level.
2. The primary goal with the divisioning process is to create divisions of equal ability for quality competition.
3. Program location and travel time will be considered when scheduling.
4. Team will be grouped in divisions based on a classification round game or minimum game requirement and submitted game records.
5. Individual Skills
 - a. Skills will be divisioned by age, gender, and ability.
 - b. Age groups will be: 8-11; 12-21; 22 & older
 - c. There will be 3 - 8 athletes per division.
 - d. Divisioning by ability is based on the athlete's entry scores.
 - e. There will be no more than a 20% difference between the highest average and the lowest average in the division.
 - f. Age groups or genders groups may be combined if space is limited or there are not a minimum of 3 athletes to make up a division.
 - g. Athletes will not be disqualified due to Maximum Effort.

SPORT RULES

UNIFORM SPECIFICATIONS

1. All participants must wear athletic shorts, softball/baseball pants or sweatpants.
2. No blue jeans or dress slacks allowed.
3. All jerseys must be of the same color with number on the back.
4. Soft cleated shoes and tennis shoes are permissible.
5. No hiking boots, dress shoes or metal/screw-in cleats are allowed.

EQUIPMENT

1. Only bats marked by the manufacturer in a prominent manner so as to be easily visible "Official Softball or Approved for Softball" may be used. If marking is worn off, the bat may still be permitted in play if it is in compliance with WBSC Rules.



SOFTBALL

2. A first baseman's trapping-type mitt may be worn by first basemen and catchers only.
3. Catcher must wear a mask with throat protector and WSBC approved helmet. An extended wire protector may replace the throat protector.
4. A 30.5cm (12-inch) white or yellow ball restricted core softball must be used.
5. All players on a team shall wear matching shirts with numbers on the back.
6. All batters, base runners, and on-deck hitters must wear batting helmets.

GENERAL RULES

1. Game
 - a. A regulation game shall consist of seven (7) innings or 65 minutes; whichever comes first.
 - b. The game will be considered complete if one (1) team leads the other by 15 runs after four (4) full innings of play, or by 12 runs after five (5) full innings of play.
2. Tie-Breaker/Extra Innings
 - a. In the event that the score is tied at the top of the eighth inning or after time has expired, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who batted last in that half-inning prior on second base.
 - b. The player running can be substituted in accordance with the substitution rules.
3. Field
 - a. The distance from home to the pitcher's plate shall be 50 feet.
 - b. The distance between bases may be 60, 65 or 70 feet.
 - c. A Double Base for First Base is approved.
4. Balls and Strikes
 - a. Four (4) balls constitute a walk and three (3) strikes constitute an out.
 - b. If the batter has two (2) strikes and then fouls a pitch, they shall be declared out.
 - c. Batters will start with a 0-0 pitch count.
 - d. A strike is called if the batter swings at a pitch, even if the player swings and the umpire calls an illegal pitch before the ball hits the ground
 - e. A ball is called by the umpire for each legally pitched ball to include,
 - i. Does not enter the strike zone
 - ii. Touches the ground before reaching home plate
 - iii. Touches home plate and at which the batter does not swing
 - iv. The batter swings at, after the ball hits the ground or home plate
 - v. For each illegally pitched ball not swung at.
5. Players
 - a. A team must have at least 10 players to start a game.
 - b. A team may finish with one (1) less player.
 - c. An automatic out will result when an absent player's position comes to bat in the batting order.
6. Shorthanded rule
 - a. A game may begin or finish with one less than required to start with an automatic out taken in the spot of the shorthanded player.
 - b. The vacant position must be listed last in the batting order.
 - c. An out will be recorded when the vacant position in the batting order is scheduled to bat.
 - d. (Unified) If a team plays shorthanded with either three in the infield or outfield, at least two of the three must be athletes and at least one of the three must be a partner.
 - e. If an eligible player arrives they must be inserted immediately to the vacant spot.
7. Extra Players
 - a. An extra player (EP) is optional, but if one is used they must be made known prior to the start of the game and be listed on the score sheet in the regular batting order.
 - i. If an EP is used, they must be used the entire game. Failure to complete the game with an EP results in the forfeiture of the game.
 - ii. The EP must remain in the same position in the batting order for the duration of the game.
 - iii. If an EP is used, all 11 must bat and any 10 may play defense.
 - iv. The EP may be substituted for at any time. The substituted EP must be a player who has not yet been in the game. The starting EP may re-enter.
8. Line-Up Card
 - a. Coaches must submit their team's line-up card to the umpire and the opposing team prior to the start of the game.
 - b. The line-up card shall include the batting order and fielding positions.

SOFTBALL



9. Re-entry
 - a. Any of the starting players may be withdrawn and re-entered once, provided players occupy the same batting order.
 - b. A player may only re-enter the game by replacing the person who originally substituted for them.
10. Pitching
 - a. The ball must be pitched in an underhand motion, and travel in an arc that is no less than six (6) feet and no more than 10 feet.
 - b. The pitcher must maintain contact with the pitcher's plate from the start of the delivery until the ball is released.
11. Batting
 - a. When batting, players will take their stance within the batter's box.
12. Umpires
 - a. The umpire(s) are empowered to make all decisions on the playing field.
 - b. Umpires shall warn any player whose play is deemed dangerous. Subsequent dangerous play by that player will result in disqualification from the game.
13. Base Runners
 - a. If a coach touches a runner while the ball is in play, that runner will be declared out.
 - b. A base runner may not leave their base until the pitched ball is hit.
14. Home Runs (over the fence)
 - a. Limit of two (2) home runs per team per game.
 - b. Any additional home runs above the limit will be scored as an out.
15. Run Limit
 - a. Once a team has scored 20 runs in an inning, that half inning is over.
16. Designated Runner
 - a. A team may apply to the Softball Sport Management Team to use a designated runner (DR) for an individual with a severe physical limitation that impairs their ability to run.
 - b. The DR may be any player who is on the roster and not currently in the lineup.
 - c. Teams with only 10 players will not be allowed a DR.
 - d. The DR will start from the third base line extended eight (8) feet from home plate, and shall not run until the ball is hit.
 - e. Violation is an automatic out.

GENERAL RULES FOR DESIGNATED PITCHER TEAM COMPETITION

1. The designated pitcher division is for Level 3 teams only. Coaches should train a member of the team to pitch if at all possible.
2. Each team in the "Designated Pitcher" division will be responsible for supplying a non-fielding designated pitcher that will pitch to their team.
3. The designated pitcher shall pitch from a distance of 45 feet and shall pitch underhand.
4. There shall be no walks, and no "called" strikes; each batter shall bat a maximum of seven (7) pitches. A batter that does not reach three (3) strikes (swing and miss or fouled ball) or put the ball in play would be considered out after seven (7) pitches.
5. A coaches' circle that will be located 3m (9'10-1/4") beyond second base and made with a 1.8m diameter. One (1) coach from the defensive team is allowed to stand in this circle and coach while their team is on the field.
6. When a ball is hit into the outfield, a direct throw can be made to attempt a play at a base. The ball becomes dead when in the opinion of the umpire, the ball is being returned to the pitcher and has crossed the imaginary baseline, regardless whether the ball is in the possession of a player.
7. On an infield play, the ball becomes dead when, in the opinion of the umpire, the infielder attempts to throw the ball to the designated pitcher.
8. A runner who has advanced more than halfway to the next base before the ball crosses the baseline, shall advance to the next base. A runner who has not advanced beyond the halfway point is to return their previous base, unless forced to advance by the previous runner. The lead runner controls all base advancements.
9. The batting team's half of the inning shall end when three outs have been made or the batting order is complete.
10. A batted ball that strikes the designated pitcher before it has contacted a defensive player is dead and not counted as a pitch.

GENERAL RULES FOR UNIFIED SPORTS® TEAM PLAY

1. Roster
 - a. The roster shall contain proportionate number of athletes and Unified partners.
2. Line-up
 - a. The line-up shall contain five (5) athletes and five (5) Unified partners at all times.



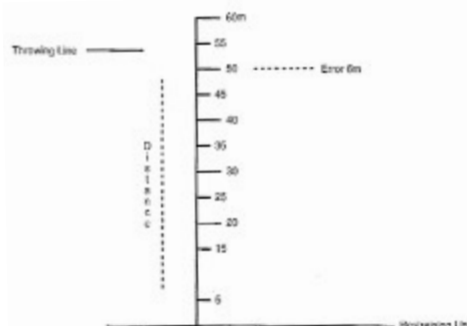
SOFTBALL

- b. Exception: if the EP is used, 12 players must be in the line-up (6 athletes and 6 Unified partners).
- 3. Position Requirements
 - a. Two (2) athletes and two (2) Unified partners in both the infield and outfield.
 - b. One (1) athlete and one (1) Unified partner as pitcher and catcher.
 - c. Failure to adhere to the required composition during competition results in a forfeit.
- 4. Batting Order
 - a. The batting order shall alternate athletes and Unified partners.
- 5. Coach
 - a. Each team shall have an adult, non-playing coach in the dug-out.

GENERAL RULES FOR INDIVIDUAL SKILLS COMPETITION

- 1. The Individual Skills Competition is to allow athletes to train and compete in basic softball skills. The development of these key skills is necessary prior to advancing on to team softball. Individual Skills Competition is designed for lower ability athletes. It is not for athletes who can already play the game.
- 2. Four (4) events comprise the Individual Skills: Base Running, Throwing, Fielding, and Hitting. The athlete's final score is determined by adding together the scores achieved in each of these four (4) events.
- 3. Base Running
 - a. Purpose
 - i. To measure the athlete's base running ability.
 - b. Equipment
 - i. Three (3) bases, home plate, and stopwatch
 - c. Description
 - i. Bases are set up like a softball diamond and positioned 19.81m (65 feet) apart.
 - ii. The athlete is instructed to start on home plate, and run around the bases as fast as possible, touching each base en route.
 - d. Scoring
 - i. The time stops when the athlete touches home plate after circling the bases. The time elapsed in seconds is subtracted from 60 to determine the points scored.
 - ii. A penalty of five (5) seconds for each base missed or touched in an improper order shall be assessed.
 - iii. The best score of two (2) trials is recorded.
- 4. Throwing
 - a. Purpose
 - i. To measure the athlete's ability in throwing for distance and accuracy.
 - b. Equipment
 - i. Regulation field, two (2) measuring tapes, softballs, and two (2) small cones or marking stakes.
 - c. Description
 - i. The player being tested stands behind the restraining line, back far enough to take one (1) or more steps in preparation for throwing.
 - ii. The player has two (2) tries to throw the softball as far and as straight as possible down the throwing line, without stepping over the restraining line.
 - iii. Coaches, assistants or other waiting players should be positioned in the field to indicate, using a cone or marking stake, the spot where each ball first touches the ground.
 - iv. The better of the two (2) throws is measured and recorded as the player's score.
 - v. If a player steps on or over the line before releasing the ball, the trial must be repeated. There will be a maximum of two (2) repeats.
 - d. Scoring
 - i. The net throwing score equals the throwing distance, measured at a point on the throwing line straight across from (perpendicular to) the spot where the ball landed, minus the error distance (the number of meters the ball landed off target, away from the throwing line).
 - ii. The player's score is the better of the two (2) throws.
 - iii. Both error scores and distance are measured to the nearest meter.
 - iv. Example: if a ball lands even with (perpendicular to) the 50m point on the measuring tape, but is 6m off to one (1) side, the player's score is 44 points. Distance thrown (50) minus number of meters off target (6) results in a net score of 44m.

Diagram for Throwing



SOFTBALL



- v. Athletes score one (1) point per meter (Ex. 44m = 44 points).
- vi. If score falls between meters, score should be rounded down (44.73 = 44).

5. Fielding

- a. Purpose
 - i. To measure athlete's fielding ability.
- b. Equipment
 - i. 30.5cm (12-inch) softballs, measuring tape, chalk line, and cones.
- c. Description
 - i. The athlete will stand between, and behind the two (2) cones.
 - ii. The official must throw the ball on the ground to the athlete, between the cones.
 - iii. The throw to the athlete must hit the ground before the 6.10m (20 foot) chalk mark.
 - iv. The athlete may move aggressively toward the ball.
 - v. If the thrown ball is outside of the cones, the throw must be repeated.
 - vi. Each athlete gets five (5) fielding attempts per trial.
 - vii. Each athlete receives two (2) trials.

d. Scoring

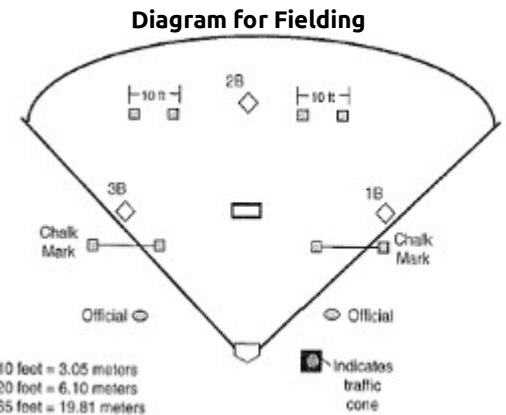
- i. The athlete receives five (5) points for a clearly fielded ball (either caught in glove or trapped against the body, but off the ground);
- ii. Two (2) points for a ball that is blocked; and
- iii. Zero (0) points for a missed attempt,
- iv. For a maximum score of 50 (2 trials - 5 attempts each).

6. Hitting

- a. Purpose
 - i. To measure the athlete's ability to hit for distance when hitting off a batting tee.
- b. Equipment
 - i. Batting tee, 30.5cm (12-inch) red stitched restricted-flight balls (white or yellow balls are acceptable), bat, measuring tape, and chalk
- c. Description
 - i. Standing in a regulation size batter's box [2.31m (7'7") by 99cm (3'3")], the athlete is instructed to hit the ball off the tee.
 - ii. The athlete receives three (3) attempts.
- d. Scoring
 - i. The distance of the longest hit shall determine the athlete's final score. The distance of a hit is measured from the batting tee to the point where the ball first touches the ground.
 - ii. The distance is measured to the nearest meter.
 - iii. Athlete's score one (1) point per meter (Ex. 46m = 46 points).

7. Scoring

- a. A player's final score is determined by adding together the scores achieved in each of the four (4) events which comprise the Individual Skills Competition.



SOFTBALL Individual Skills Scorecard

Athlete's Name: _____

County Program: _____



Event Attempts	Scoring System	Points	Score
Base Running <i>2 trials</i>	<ul style="list-style-type: none"> The time elapsed in circling the bases in seconds is subtracted from 60. A 5-second penalty is assessed for each base missed. 	Trial #1: Time: 60 - ____sec = ____ Base Missed: □□□□ Trial #2: Time: 60 - ____sec = ____ Base Missed: □□□□	<i>Best score of 2 trials:</i> _____ points
Throwing <i>2 throws</i>	<ul style="list-style-type: none"> 1 point per meter for distance thrown, minus 1 point per meter off the target line 	Throw #1: _____ Throw #2: _____	<i>Best score of 2 throws:</i> _____ points
Fielding <i>2 trials</i> <i>5 attempts each</i>	<ul style="list-style-type: none"> 5 points for a clearly fielded ball 2 points for a ball that blocked 0 points for a missed attempt 	Trial #1: Trial #2: 1) _____ 1) _____ 2) _____ 2) _____ 3) _____ 3) _____ 4) _____ 4) _____ 5) _____ 5) _____	<i>Sum of 2 trials (10 attempts):</i> _____ points
Hitting <i>3 attempts</i>	<ul style="list-style-type: none"> 1 point for each meter the ball travels in the air from the batting tee 	Attempt #: 1) _____ 2) _____ 3) _____	<i>The best 1 of 3 attempts:</i> _____ points

NOTE

Do NOT submit this form as the entry form. Use this form for entry score calculation only.

Place the TOTAL SCORE as the entry score.

TOTAL SCORE

VOLLEYBALL



MODIFIED EVENTS Individual Skills Competition

UNIFIED EVENTS Unified Team

The Official Special Olympics Sports Rules for Volleyball shall govern all Special Olympics competitions. Special Olympics has created these rules based upon United States Volleyball Association (USVBA) rules, which shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Volleyball or Article 1. In such cases the [Official Special Olympics Sports Rules for Volleyball](#) shall apply.

COMPETITION MANAGEMENT

1. Teams must play at least two (2) matches against two (2) different teams in their team class as identified in the team directory.

TEAMS & LEVELS

1. A team roster may contain a maximum of 12 players.
2. Team Level: Each team shall be placed in one (1) of three (3) Levels for play, based on attributes that best characterize their team. The Level placement is subject to change by the Volleyball Sport Management Team prior to the tournament. A team's Level will serve as the basis for division placement.
 - a. Level 1 - Regulation Rules / High: uses regulation volleyball; high to excellent skills and athleticism; implements strategies; serves and returns effectively; reacts to the way the other team plays; aggressive play
 - b. Level 2 - Regulation Rules / Average: uses Volleyball Lite ball; above average to average skills and athleticism; some strategy; most serves and returns legal, some players aggressive
 - c. Level 3 - Regulation Rules / Below Average: uses Volleyball Lite ball; average to below average skills and athleticism; limited strategy, does not adjust to the way the other team plays, usually driven by one or two players; serves and returns occasionally successful; limited aggressiveness.

DIVISIONING

1. A divisioning process will be used for volleyball, like all other team sports. The Volleyball Management Team along with SOIN staff will work together to create these divisions by using a combination of age, gender, and ability levels. Game Records will be used to gauge the team's ability level.
2. The primary goal with the divisioning process is to create divisions of equal ability for quality competition.
3. Program location and travel time will be considered when scheduling.
4. Team will be grouped in divisions based on a classification round game or minimum game requirement and submitted game records.
5. Individual Skills
 - a. Skills will be divisioned by age, gender, and ability.
 - b. Age groups will be: 8-11; 12-21; 22 & older
 - c. There will be 3 - 8 athletes per division.
 - d. Divisioning by ability is based on the athlete's entry scores.
 - e. There will be no more than a 20% difference between the highest average and the lowest average in the division.
 - f. Age groups or genders groups may be combined if space is limited or there are not a minimum of 3 athletes to make up a division.
 - g. Athletes will not be disqualified due to Maximum Effort.

RULES OF COMPETITION

UNIFORM SPECIFICATIONS

1. All participants must have a playing uniform consisting of jersey, athletic shorts and athletic shoes. No blue jeans or dress slacks allowed.
2. All jerseys must be marked with numbers not less than 8cm (3 inches) in height on the chest and not less than 15cm (6 inches) in height on the back.
3. Players requesting the use of sweatpants or any other uniform adjustment (due to religious or medical reasons) during any State-sanctioned tournament or match, MUST submit a written request to the State Office for approval. Requests must be made one (1) week prior to competition.
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.



VOLLEYBALL

EQUIPMENT

1. The playing court shall be 18m x 9m (59' x 29'6").
2. The height of the net measured from the center of the court shall be 2.43m (7'11").
3. Ball: Level 1 teams will use a regulation volleyball. Level 2 & 3 teams will use a volleyball lite.

GENERAL RULES

1. Each team is required to be at its assigned court by the official start time. If a team is not at its assigned court at the time of the scheduled match, the offending team will forfeit the first set (game) of the match. After an additional five (5) minutes, if the offending team has not reported, the team will forfeit the match.
2. Timeouts
 - a. Each team is allowed two (2) 30-second timeouts per set (game).
 - b. The clock will stop for a timeout in the last two (2) minutes of Match- Play.
3. Players
 - a. All matches shall start with six (6) players. In the event of injury or illness during a match a team may continue with five (5) players during tournament competition.
 - b. A team will forfeit their match if they are reduced to fewer than five (5) players
4. Coin Toss
 - a. During the pre-match conference, a coin toss shall be conducted with the captains and head coaches of both teams. The visiting team's captain shall call the toss. The winner shall choose to serve/receive or choose the playing area.
 - b. The loser of the toss shall be given the remaining choice.
 - c. For the third game tiebreaker (if necessary and only during medal round play), the captains and head coaches will meet at center court. Another coin toss will be conducted and will follow the same procedure as the pre-match coin toss.
5. Service
 - a. The team which receives the ball for service shall rotate one (1) position clockwise before serving.
 - b. The server shall have eight (8) seconds after the referee's whistle in which to serve the ball.
 - c. The server shall not have any part of their body in contact with the end line or the lines marking the service area at the time of the serve.
 - d. The server may serve from anywhere on the back end line.
 - e. After a ball is released for service, it may be caught or dropped for re-service a maximum of one (1) additional time.
 - f. The serve shall be considered good if the ball passes over the net. A net serve is legal.
 - g. Service cannot be made with two (2) hands or arms.
 - h. If the ball is served before the referee's whistle, the serve shall be cancelled and a re-serve directed. A second early-serve will result in a side-out.
 - i. Once a server has scored three (3) consecutive points, the team shall rotate to the next server with no penalty.
6. Play
 - a. Each team is allowed a maximum of three (3) successive contacts of the ball.
 - b. The ball may contact any part of the body.
 - c. A player shall not contact the ball more than once without another player touching it in between contacts, except in blocking.
 - d. Any player participating in a block shall have the right to make the next contact.
 - e. The team which executes a block may have three (3) additional contacts after the block.
 - f. The ball shall not come to rest in the arms or hands of a player. The ball must be hit so that it rebounds cleanly after contact.
 - g. A player shall not block or attack a served ball. If a player on the receiving team blocks/attacks a served ball, play shall be stopped and a point shall be awarded to the serving team.
 - h. If a player's action causes the player to contact the net during play, that player shall be charged with a fault.
 - i. A player may step on, but not over, the center line.
 - j. Players may not enter an adjacent court conducting competition in order to play a ball.
 - k. If the volleyball strikes an object above the court, it shall remain in play if it returns to the same side from which it was hit, provided the team has hits remaining.
7. Substitutions
 - a. Substitutions shall be made when the ball is dead and when recognized by the referee.
 - b. A team shall be allowed a maximum of 15 substitutions in any one (1) set (game).
 - c. Players re-entering the set (game) must assume their original position in the serving order in relation to other teammates.

VOLLEYBALL



- d. Substitutes going on the court must wait by the side of the court in the designated substitution zone until permission is given by the referee.
 - e. The original starter shall replace a substitute during the set (game). There shall be a maximum of two (2) players in any one (1) position (except in the case of injury).
8. Scoring
- a. Pool-Play: two (2) sets will constitute a match during pool-play **OR** 20 minutes, whichever occurs first.
 - b. Match-Play (medal round): matches shall consist of the best two (2) out of three (3) sets **OR** 45 minutes, whichever occurs first.
 - c. Sets will be played to 25 points and teams must have at least a two (2) point advantage with a cap of 30 points.
 - d. Match-Play only: If a third set is needed, teams will play to 15 points and teams must have at least a two (2) point advantage with a cap of 17 points.
 - e. A cap is defined by the maximum amount of points a team may score in one (1) set.
 - f. The rally system will be used for all sets during a match. Points are scored by the serving team or receiving team following each serve.
 - g. When a fault / side-out is committed by one (1) team, a point is awarded to the opposing team.
 - h. Medal round tiebreakers (if regulation time runs out), based on game possibilities:
 - i. Set 2 is tied when regulation time runs out. Teams will continue to play until one (1) team has a one (1) point advantage. That team is declared the Set 2 winner. If teams split Sets 1 and 2, then move to the next scenario (9.h.ii) listed below. The team that held serve when time ran out will continue to serve for the set.
 - ii. If teams split Sets 1 and 2 when time runs out, there will be a third set played to five (5) points with no cap. See coin toss rules to determine first serve.
 - iii. If teams are tied in Set 3 when time runs out, the team that holds the serve will continue the serve with the team winning the next point declared the winner.
9. Change of Playing Areas
- a. Teams will change sides and benches between sets of a match.
 - b. Correct protocol for changing sides is as follows:
 - i. All team members move counter clockwise around the court to their bench.
10. Referees
- a. Referees shall have full authority to interpret the rules. For further questions, the Volleyball Sport Management Team shall be consulted.
 - b. Ball handling will be called in accordance with the ability level of the athletes.
 - c. Line Judges
 - i. Teams will be required to provide line judges for matches not involving their team.
 - ii. Line judges must register with the Tournament Director prior to the start of competition.

UNIFIED SPORTS® TEAM STANDARDS

- 1. Roster:
 - a. The roster shall contain a proportionate number of players athletes and Unified partners.
- 2. Line-Up:
 - a. During competition, the line-up shall have three (3) athletes and three (3) Unified partners at any time. Penalty results in a forfeit.
 - b. The service order shall be alternation of athletes and Unified partners.
- 3. 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.
- 4. Instructional Division:
 - a. Unified 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 scheduled to play a game(s) in the tournament, and will receive recognition for their participation.

INDIVIDUAL SKILLS COMPETITION

- 1. The Individual Skills Competition is designed for athletes with lower abilities. It is not for athletes who can already play the game.
- 2. Three (3) events comprise the Individual Skills Competition
 - a. Overhead passing (setting or volleying); Serving; and Forearm passing
- 3. The athlete's final score is determined by adding together the scores achieved in each of these three (3) events.
- 4. Each event is designated with the suggested number and placement of volunteers who will administer them.



VOLLEYBALL

5. It is also suggested that the same tosser remain at an event throughout the competition so that consistency is provided.
6. Overhead Passing (Setting or Volleying)
 - a. Purpose
 - i. To measure an athlete's ability to overhead pass (set or volley) the ball with consistency and at a height that could be spiked.
 - b. Equipment
 - i. Use a regulation-size court that is 18m x 9m (59' x 29'6"); four (4) volleyballs (modified ball permissible); net height at 2.43m (7'11- 5/8")
 - ii. Net; standards; antennae; and ball box
 - c. Description
 - i. Player is given 10 attempts from the center front position that is 2m (6'6-3/4") from the net and 4.5m (14'9") from the sideline.
 - ii. The player receives 10 two-handed, under-hand tossed balls from the tosser who is positioned in their backcourt, 4m (13'1-1/2") from the baseline and 3m (9'10") from the sideline in the left back position.
 - iii. The player sets the tossed ball toward a target (a person who has their hands above the head and who is standing 2m from the net and 2m from the sideline in the left front position).
 - iv. Tosses that are not high enough for the athlete to set are repeated.
 - v. The goal is for the peak of the arc of each set ball to be above net height.
 - d. Scoring
 - i. The peak of the arc of each set ball toward the target is measured.
 - ii. The athlete will receive two (2) points for volleying/setting the ball 1m (3'3-1/3") above their head or if the ball is set below net height.
 - iii. The athlete will receive five (5) points for volleying/setting above net height.
 - iv. The following result in zero (0) points
 - 1) Illegal contact;
 - 2) Balls which go lower than head;
 - 3) Balls which go over the net or outside the court.
 - v. The athlete's final score is determined by adding together the points awarded for each of two (2) trials (10 attempts). (It is suggested that the official stand on a chair to evaluate the height of each set.)
7. Forearm Passing
 - a. Purpose
 - i. To measure the athlete's accuracy, height and consistency using the forearm pass technique.
 - b. Equipment
 - i. Use a regulation-size court that is 18m x 9m (59' x 29'6"); Five (5) volleyballs (modified ball permissible); net height at 2.43m (7'11-5/8") for men and 2.24m (7'4-1/8") for women; net; standards; antennae; measuring tape; and ball box.
 - c. Description
 - i. The athlete stands at the right back position, 3m (9'10") from the right side-line and 1m (3'3-1/3") from the baseline.
 - ii. A ball is thrown, using a two-hand, overhead toss by a coach/official who is standing on the same side of the net in the center front position, 2m (6'6-3/4") from the net.
 - iii. The athlete receives the toss and passes the ball toward a target (a person who has their hands above the head and who is standing on the same side, 2m away from the net, and 4m (13'1-1/2") from the sideline away from the tosser).
 - iv. Target areas of varying point values are marked on the front court.
 - v. The event is repeated with the athlete at the left back position, 3m from the left sideline and 1m from the baseline.
 - d. Scoring
 - i. The athlete must pass the ball so that the peak of the arc is at least net height in order to receive maximum points.
 - ii. A ball which lands on the line is assigned to the area with the higher point value. A ball which is passed below net height will receive one (1) point, regardless of where it lands.
 - iii. The athlete's final score is determined by adding together the points scored from their two (2) trials at both the right back and the left back positions (2 trials = 10 attempts).
 - iv. It is suggested that the official stand on a chair to evaluate the height of each pass.

VOLLEYBALL



8. Serving

a. Purpose

- i. To measure the athlete's ability to serve the volleyball over the net and into the opponent's court.

b. Equipment

- i. Use a regulation-size court that is 18m x 9m (59' x 29'6"); Five (5) volleyballs (modified ball permissible); net height at 2.43m (7'11-5/8") for men and 2.24m (7'4-1/8") for women; net; standards; antennae; measuring tape; floor tape or chalk; and ball box.

c. Description

- i. The athlete stands in the serving area and serves 10 volleyballs, one (1) at a time, into the opponent's court.

d. Scoring

- i. The court is divided into three (3) equal areas 3m in width.
- ii. Each of these areas is assigned a different point value.
- iii. The athlete's score is the cumulative point total of the 10 serves.
- iv. A ball which lands on the line is assigned to the area with the highest point value.

Diagram of Forearm Passing

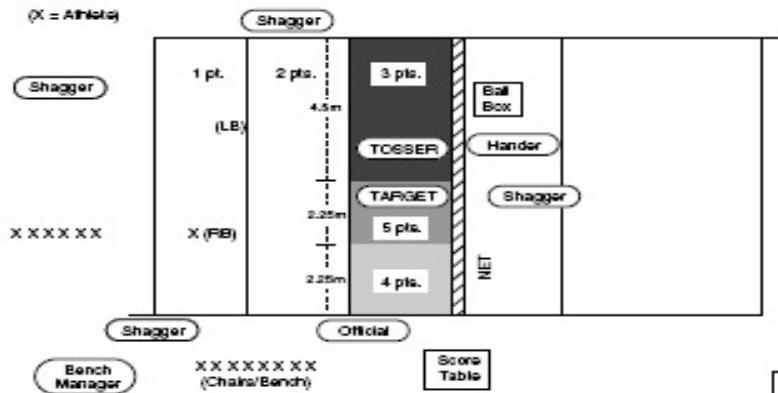


Diagram of Overhead Passing

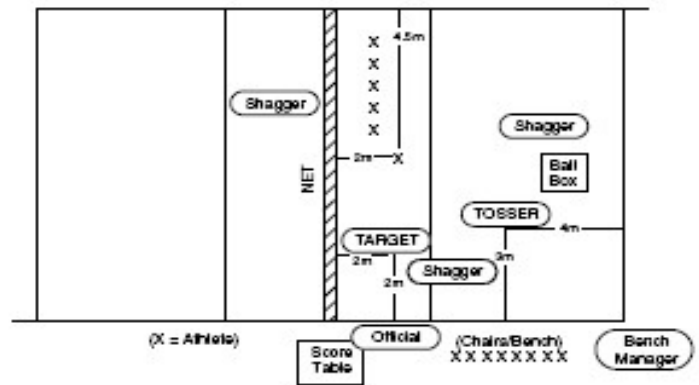
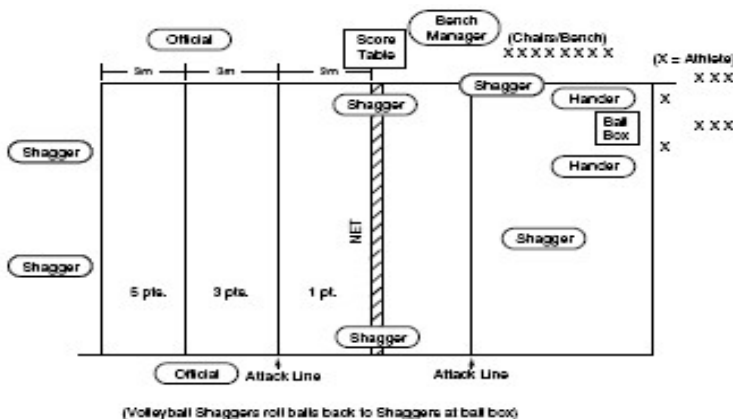


Diagram of Serving



(Volleyball Shaggers roll balls back to Shaggers at ball box)

VOLLEYBALL Individual Skills Scorecard

Athlete's Name: _____

County Program: _____



Event <i>Attempts</i>	Scoring System	Points	Score
Overhead Passing (Setting) 2 trials 10 attempts	<ul style="list-style-type: none"> • 5 points for volleying above net height • 2 points for attempt • 0 points for illegal contact or missed attempt 	Trial #1: Trial #2: 1) _____ 1) _____ 2) _____ 2) _____ 3) _____ 3) _____ 4) _____ 4) _____ 5) _____ 5) _____	<i>Sum of 2 trials (10 attempts):</i> _____ points
Passing 2 trials 10 attempts	<ul style="list-style-type: none"> • 5 points for hitting target area • 4 points for hitting right of target area • 3 points for hitting left of target area • 2 points for 3 meter - 6 meters area • 1 point for 6 meters - 9 meters area • 0 points for missed attempt 	Left Back: Right Back: 1) _____ 1) _____ 2) _____ 2) _____ 3) _____ 3) _____ 4) _____ 4) _____ 5) _____ 5) _____	<i>Sum of 2 trials (10 attempts):</i> _____ points
Serving 2 trials 10 attempts	<ul style="list-style-type: none"> • 5 points for farthest section from net (6 meters - 9 meters) • 3 points for middle section (3 meters - 6 meters) • 1 points for section closest to net (net - 3 meters) • 0 points for miss or not going over net 	Trial #1: Trial #2: 1) _____ 1) _____ 2) _____ 2) _____ 3) _____ 3) _____ 4) _____ 4) _____ 5) _____ 5) _____	<i>Sum of 2 trials (10 attempts):</i> _____ points

NOTE

Do NOT submit this form as the entry form. Use this form for entry score calculation only.

Place the TOTAL SCORE as the entry score.

TOTAL SCORE

FALL BOWLING



DATES

Any Date prior to October 21st
Nov. 2, 3, 9, or 10
Dec. 7-8

COUNTY Tournaments
AREA Tournaments
STATE Tournaments

STATE SITES

Woodland Bowl
3421 E. 96th Street
Indianapolis, IN 46240

Western Bowl
6441 W. Washington Street
Indianapolis, IN 46241

Expo Bowl
5261 Elmwood Avenue
Indianapolis, IN 46203

EVENTS

Assisted Ramp Competition
Singles Competition
Unified 4-person Team Competition

SCHEDULE

Saturday, December 7 - Ramp & Singles Competition

- Morning Session: 8:30 a.m.-1 p.m.
- Afternoon Session: 1-5:30 p.m.

Woodland Bowl, Western Bowl, & Expo Bowl

Areas 4, 5, 6, 8, and 9
Areas 1, 2, 3, 7, 8, and 10

Sunday, December 8 - Unified 4-person Team Competition

- Afternoon Session (*only*) 12:30-4:30 p.m.

Western Bowl only

ENTRY DEADLINE

Ribbon Order Forms:
Intent to Participate:
Score Deadline:
State:

Wednesday, Sept. 25 (*Forms to the State Office*)
Monday, Sept. 30 (*Names of athletes in GMS*)
Monday, Oct. 21 (*Scores in GMS*)
Monday, Nov. 25 (*Delegation/Coach-Chaperone list to State Office*).

ENTRY FEES

Area: \$15 per athlete/Unified partner
State: \$20 per athlete/Unified partner advancing to the State Tournament

STATE OFFICE CONTACT

Katie Hilt 317-328-2011 or khilt@soindiana.org

ADDITIONAL INFORMATION

1. All County Programs will receive an updated listing of athletes who are eligible to compete at the beginning of September. Athletes who are eligible to compete have completed the Online Registration and Athlete Medical form.
2. The Intent to Participate due on Sept. 30th is a two-part process. Step 1: All athletes who would like to compete at Area tournaments must be entered into GMS by this date. No scores are required to be entered at this time. Step 2: Submit the Intent to Participate excel form to your Area Director or Area Competition Director so they know how many athletes would like to advance to the State tournament. This will also help Area Management teams determine if your County Bowling Tournament will be a qualifying tournament or an elimination tournament.
3. All County Programs will conduct or compete in a County Bowling Tournament. **New this year: These tournaments can be held anytime in September and October, however they must be completed by October 21st.** They can be during the normal practice time, but must be completed during this timeframe. All athletes and Unified teams must compete in the County tournament to be eligible for the Area tournament. Guidelines for divisioning and hosting the tournaments will be available for County tournament use.
4. Advancement to the State Tournament is based on placement at the Area Tournament. Details will be explained at your Area's Fall meeting.
5. The State Office will transfer from each County account \$20 per athlete or Unified partner who advances from the Area Bowling Tournament to the State Tournament. Insufficient funds in the County account may result in disqualification of State advancers. There are no athlete substitutions or scratches.
6. An athlete's entry score for the Area Tournament should be their average based on a minimum of 12 games bowled in the training program prior to the Area Entry deadline.
7. The State Tournament entry score will be the established average, unless the Area Tournament series average is more than 30% above that established average, in which case the Area Tournament series average will be used.
8. When Special Olympics athletes or Unified Sports® partners require the use of wheelchairs or other mobility assistance devices, participation in team sports (basketball, softball, volleyball, and flag football) likely creates undue health and safety risks for that athlete and others in the game. The County Coordinator may apply to the State Office for special consideration for athletes who require such assistance. These requests will be considered on a case-by-case basis. Athletes in question should not compete at any level without State Office approval.



BOWLING

MODIFIED EVENTS

Assisted Ramp Competition (Singles)

TRADITIONAL EVENTS

Individual (Singles) Competition

UNIFIED EVENTS

Unified 4-person Team

The Official Special Olympics Sports Rules for Bowling shall govern all Special Olympics competitions. Special Olympics has created these rules based upon World Bowling (WB) rules, which shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Bowling or Article I. In cases such as this, the [Official Special Olympics Sports Rules for Bowling](#) will be used.

COMPETITION MANAGEMENT

1. The Area and State Tournament are both Handicap tournaments. In a handicap tournament the final score is the total pin fall plus the bowler's handicap added together.
2. The handicap is based on 100 percent of the difference of the bowler's average and 200.
3. The Bowling Sport Management Team shall be the final authority for all rule interpretations and appeals during the tournament.
4. Blind or Vacancy
 - a. If an athlete arrives after the game has completed four (4) frames, or if he misses a game completely, a blind score will be given for that game and they will begin bowling at the start of the next game.
 - b. The blind score is calculated by subtracting 10 pins from the entry score for the tournament.
For example, if the bowler's entry score is 120, the blind score will be 110 (120 minus 10).
5. Illness or Injury
 - a. If an athlete gets sick or injured once the game has started, the following procedure will be used to determine the score for the game.
 - i. For the remaining frames, the bowler will receive 1/10 of his average per frame.
 - ii. Example: If a bowler has an entry score of 100, they will receive 10 pins per frame for the portion of the game that they are unable to bowl.
 - b. If the injury occurs in the first game and they are unable to bowl the second or third game, he will receive a blind score for each of those two (2) remaining games.
6. An athlete may only compete in one (1) event (Ramp, Singles, or Unified Team).
7. Bowling Etiquette
 - a. If two (2) athletes line up to bowl at the same time on adjacent lanes, the athlete on the right has the priority to bowl first.
 - b. Due to time constraints at the State Tournament, a time limit will be imposed on the slower divisions.
 - i. All morning session bowlers must complete their second game before 11:30 a.m. or they will be stopped after the second game.
 - ii. For afternoon session bowlers, they must complete their second game before 4:00 p.m. or they will be stopped.
 - iii. Similar time constraints may be used at the Area Tournament.
8. Bowlers who are in the individual singles event and 8– 11 and all ramp bowlers will bowl a two (2)- game series at the Area and State Tournament.
9. Bowlers who are in the individual singles event and are 12 years and older and Unified teams will bowl a three (3)- game series

ASSISTED RAMP COMPETITION

1. County Programs must provide the ramps their athletes will use during the ramp bowling competition.
2. Bowlers in the Assisted Ramp division will not use the cross-lane method of bowling.
3. Each ramp bowler will bowl five (5) frames consecutively.
 - a. The format for one (1) game is five (5) frames / five (5) frames.
 - b. This rule modification is designed to promote the pace of play and minimize equipment movement.
5. County Programs MUST provide a ramp assistant for each ramp bowler.
 - a. Assistants must be registered as a Class A volunteer and be entered as a ramp assistant in GMS.
 - b. Assistants will be required to go through a ramp assistant meeting.
 - c. If you have an athlete who is entered in ramp bowling and does not need a ramp assistant, please notify the Tournament Director.
6. Ramp assistants may help ramp bowlers set their equipment on the lane, while allowing the athlete to do as much as physically possible.
 - a. The assistant may help initially line up the ramp.
 - b. The assistant may set the ball on the ramp.
 - c. After the ball is set on the ramp, the assistant must keep their back to the pins. The assistant can adjust the ramp based on the direction (either verbally or by physical cues) from the athlete.

BOWLING



- d. The assistant may not give forward impetus to the ball. The athlete must provide the force that pushes the ball down the ramp toward the pins.
- e. The assistant may hold the ramp to steady it while the athlete pushes the ball, if requested.

DIVISIONING

1. Individual Single Bowlers:
 - a. Bowlers will be divided by age, gender, and ability.
 - b. Age groups will be: 8-11; 12-21; 22 & older
 - c. There will be 3 - 8 athletes per division.
 - d. Divisioning by ability is based on the bowler's reported average, handicaps not included.
 - e. There will be no more than a 20% difference between the highest average and the lowest average in the division.
 - f. Age groups or genders groups may be combined if space is limited or there are not a minimum of 3 athletes to make up a division.
2. Ramp Bowlers
 - a. Ramp bowlers will be placed in their own ramp divisions.
 - b. Ramp bowlers will be divided by gender and ability level.
 - c. Divisioning by ability is based on the bowler's reported average, handicaps not included.
 - d. There will be 3 - 8 athletes per division.
 - e. There will be no more than a 20% difference between the highest average and the lowest average in the division.
 - f. Gender groups may be combined if space is limited or there are not a minimum of 3 athletes to make up a division.
3. Unified Teams
 - a. Unified Teams are placed in their own Unified divisions.
 - b. Unified Teams are divided based on ability.
 - c. Divisioning by ability is based on the bowler's reported average, handicaps not included. For Unified Team's the team is divided with all 4 bowler's averages added together.
 - d. There will be no more than a 20% difference between the highest average and the lowest average in the division.
4. Athletes will not be disqualified due to Maximum Effort for bowling at State or Area tournaments.

RULES OF COMPETITION

UNIFORM SPECIFICATIONS

1. Players will dress in a manner which will bring credit to them and the sport of Bowling.
2. Players must wear bowling shoes.
3. Shirts with collars that identify the Special Olympics program are preferred.
4. Prohibited apparel includes:
 - a. Cutoffs, tank tops, sleeveless shirts, hats, or anything with advertisements or inappropriate subject matter.
5. The Bowling Sport Management Team or sport official shall have the authority to bar offenders from competition until they comply with the rule.

EQUIPMENT

1. Coaches must provide any special equipment for their bowlers (i.e., handle ball, ramp).
2. All special equipment must be approved by the Bowling Sport Management Team.

GENERAL RULES

1. Athletes will bowl the cross-lane method (exception - Assisted Ramp).
2. Bumpers of any type shall NOT be used during competition at the County, Area or State Tournament.
3. Fouls
 - a. A foul occurs when a part of the player's person encroaches on or goes beyond the foul line and touches any part of the lane, equipment or building during or after a delivery
 - i. Foul on the first ball: Reset the pins. The pin fall for the second ball is the score for that frame.
 - ii. Foul on the second ball: The bowler receives zero (0) pin fall for the second ball. The score for that frame is the pin fall for the first ball.



BOWLING

6. Bowling on the Wrong Lane
 - a. A dead ball shall be called and the player or players required shall re-bowl on the correct lane when one player bowls on the wrong lane.
7. When the following occurs the delivery counts but the resulting pin fall does not:
 - a. A ball leaves the lane before reaching the pins.
 - b. A ball rebounds from the rear cushion.
 - c. A pin rebounds after coming in contact with the body, arms or legs of a human pinsetter.
 - d. A pin is touched by mechanical pin setting equipment.
 - e. Any pin knocked down when dead wood is being removed.
 - f. Any pin knocked down by human pinsetter.
 - g. The player commits a foul.
 - h. A delivery is made with dead wood on the lane or in the gutter and the ball constacts such dead wood before leaving the lane surface.
 - i. A ball comes out of the gutter and knocks down pins.
8. Athletes using a ramp may not compete in Unified Team competition.

UNIFIED SPORTS® FOUR-PERSON TEAM COMPETITION

1. Each team shall have four (4) members, two (2) athletes and two (2) Unified partners.
 - a. The team may be all male, all female, or coed.
 - b. A ramp bowler may not participate on a Unified team.
 - c. No substitutions will be allowed on the day of the Area or State Tournament.
 - d. A blind score will be given to bowlers not in attendance.
2. The age groups for the State Tournament will be 8-21 and 22 & over.
 - a. Age groups may be combined based on the number of teams and/or lane limitations.
3. The averages of each of the four (4) bowlers will be added together to determine the team's average.
 - a. Teams will be placed in divisions using the sum of the team members' average.
4. The team handicap is based on 100% of the difference between each individual team members' average and 200.
5. Teams will bowl a three (3) game series in the Area and State Tournament.
6. Final series scores will be determined by adding the team's total pin fall and their team handicap.

WINTER GAMES



DATES Sunday-Tuesday, Jan. 12-14, 2025

SITES Perfect North Slopes (competition) Higher Ground Conference & Retreat Center (housing)
19074 Perfect Lane 3820 Logan Creek Lane
Lawrenceburg, IN 47025 West Harrison, IN 47060

SPORTS Alpine Skiing
Snowboarding
Snowshoeing

ENTRY DEADLINE Monday, Dec. 9, 2024

ENTRY FEES

- \$140 per person for programs requesting housing
- \$75 per person for off campus
- \$12 Additional Sunday Dinner (per person)

The "Off Campus" housing option, in which athletes participate in the Games but are not housed on campus, is available to all County Programs without restriction. County Programs using this option for all or part of their delegation are responsible for making their own housing arrangements, and following all procedures ensuring the safety of their athletes.

STATE OFFICE CONTACT

Kevin Aders (317) 328 - 2010 or kaders@soindiana.org

SCHEDULE

SUNDAY, JAN. 12 at Higher Ground

3-5 p.m.	Registration
3-6 p.m.	Winter Fest
6-7:15 p.m.	Dinner
7:30-8 p.m.	Opening Ceremonies

MONDAY, JAN. 13 at Perfect North Slopes

9 a.m.-noon	Practice
2-4:30 p.m.	Competition: Preliminary Round (times will vary based on entries)

TUESDAY, JAN. 14 at Perfect North Slopes

10 a.m.-noon	Competition: Finals (times will vary based on entries)
11 a.m.-2 p.m.	Awards Presentations

ENTRY INFORMATION

Refer to the Events Policy and Games Management section for more details regarding entry information.

ADDITIONAL INFORMATION

1. All County Programs will receive an updated listing of athletes who are eligible to compete in Winter Games at the end of November. Athletes who are eligible to compete have completed the Online Registration and Athlete Medical form.
2. No qualification score is necessary prior to entry. Athletes will have the opportunity to compete in preliminaries.
3. Athletes may participate in one (1) sport only (Alpine Skiing, Snowboarding, or Snowshoeing). Please consider the following when entering athletes.
 - a. **ALPINE SKIING:** Competitors (athletes and Unified partners) will select a category (Novice, Intermediate, or Advanced) and will be in both events within that category.
 - b. **SNOWBOARDING:** Competitors (athletes and Unified partners) will select a category (Novice, Intermediate, or Advanced) and will be in both events within that category.
 - c. **SNOWSHOEING:** competitors may select two (2) events.
 - d. If competing as an individual, the athlete's entry form should be marked with the events. If competing on a Unified team, provide the team number and use the Team & Relay Form.
4. Individuals and teams will be placed in competitive divisions for the finals by the Winter Games Sport Management Team, according to type and age group. Individuals and teams who are disqualified during their qualifying competition will be placed in the highest division of competition for the finals.



WINTER GAMES

TRADITIONAL EVENTS

ALPINE SKIING

NOVICE: Glide
Super Glide
INTERMEDIATE: Giant Slalom
Slalom
ADVANCED: Giant Slalom
Slalom

SNOWBOARDING

NOVICE: Glide
Super Glide
INTERMEDIATE: Giant Slalom
Slalom
ADVANCED: Giant Slalom
Slalom

SNOWSHOEING

****order of events in parenthesis*

50m Race (3)
100m Race (5)
200m Race (1)

UNIFIED EVENTS

ALPINE SKIING

NOVICE: Unified Glide
Unified Super Glide
INTERMEDIATE: Unified Giant Slalom
Unified Slalom
ADVANCED: Unified Giant Slalom
Unified Slalom

SNOWBOARDING

NOVICE: Unified Glide
Unified Super Glide
INTERMEDIATE: Unified Giant Slalom
Unified Slalom
ADVANCED: Unified Giant Slalom
Unified Slalom

SNOWSHOEING

****order of events in parenthesis*

Unified 50m Race (4)
Unified 100m Race (6)
Unified 200m Race (2)

The Official Special Olympics Sports Rules for Winter Games shall govern all Special Olympics competitions. Special Olympics has created these rules based upon International Sports Federations (ISF) rules [Alpine Skiing - Federation Internationale de Ski (FIS); Snowshoeing - Special Olympics, Inc.], which shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Alpine Ski, Snowshoeing, and Snowboarding. In cases such as this the following rules will be used.

[Official Special Olympics Sports Rules for Alpine Ski](#)

[Official Special Olympics Sports Rules for Snowshoeing](#)

[Official Special Olympics Sports Rules for Snowboarding](#)

DIVISIONING

1. Qualifying Scores are not required at the time of entry.
2. Athletes will be divisioned based on age, gender, and ability level.
 - a. Age groups will be: 8-15; 16-21; 22 & older
 - b. There will be 3 - 6 athletes per division.
 - c. Divisioning by ability is based on the time achieved during the preliminary round of competition.
 - d. There will be no more than a 25% difference between the highest average and the lowest average in the division.
 - e. Age Groups or gender groups may be combined if there are not a minimum of 3 athletes to make up a division.
3. Athletes will not be disqualified for Maximum Effort for any Winter Games sports.

SPORT RULES

UNIFORM SPECIFICATIONS

1. All participants in Winter Games must have a uniform that conforms to the current concept of appropriateness.
2. Dress should enhance and not detract from the skier's technical proficiency.
3. The Winter Games Sport Management Team or sport official shall have authority to bar offenders from competition until they comply with this rule.

GENERAL RULES

1. During competition, if the competitor moves out of the general direction of the line of the course (fall, miss a gate, lose a ski or shoe, etc.), they shall have a two (2) minute time limit to re-enter the course.
 - a. A competitor who fails to adhere to this time limit, or receives assistance of any kind, shall be disqualified.
2. Whenever possible, electric timing shall be used.
 - a. When this tool is not possible, hand-held timing may be used.
 - b. Gate judges shall be responsible for timing the two (2) minutes for the 2-minute rule (*see above*).

WINTER GAMES



3. The watch or timer is stopped when the tip of the competitor's ski/shoe crosses the finish line.
4. Physically assisting a competitor may result in their disqualification.
5. The competitor must finish with both skis/shoes on.
6. Competitors may NOT crawl during competition.
 - a. They must stand before advancing through the course.

EQUIPMENT

1. The ski area shall provide adequate snow grooming and venue preparation for all events. For deteriorating snow conditions, course maintenance tools will be used and are the responsibility of the ski area.
2. Competition equipment, such as skis, boots, and poles, must pass all appropriate safety guidelines.
3. All competitors must wear competition bibs for both time trials and finals races.
4. All athletes and Unified partners competing in Alpine Skiing or Snowboarding must wear a helmet that meets FIS Equipment Standards during training and competition.
 - a. They must wear helmets in both time trial and finals competition.
5. The minimum length/rating for a ski is 140.
6. The minimum length for a snowshoe is 25 inches.
 - a. Snowshoes should measure at least 8-inches x 25-inches.
 - b. It is not necessary for snowshoes to have a "tail" provided the snowshoe meets these minimum size standards.
7. Tying the athlete's boot heel to the snowshoe is prohibited: snowshoes cannot be altered in any way.



WINTER GAMES

SKIING SKILLS ASSESSMENT

The following skill levels and the detailed tasks under each will be used for Alpine Skiing training and competition at the Winter Games. The Winter Experience (Glide Prep) is for beginning skiers (skills can be used for those needing a refresher course from previous years). The Winter Experience (Glide Prep) is not an event, rather a beginning point for training. The first event for this ability group would be Novice Glide.

Glide Prep (Not an event)

- Walks with one (1) ski on in a straight line
- Changes ski to other foot and walk in a straight line
- Walks with both skis in a straight line
- Side-steps on flat ground
- Side-steps up a gentle slope with assistance
- Side-steps up a gentle slope without assistance
- Stands up after falling with assistance
- Refastens skis with assistance
- Stands up independently
- Stands up and refastens skis independently on incline

Novice: Glide (Station #1)

- Glides using a straight run
- Uses gliding wedge
- Uses braking wedge
- Uses braking wedge and stops
- Learns to turn and point skis downhill without moving
- Links wedge turns with different size wedges
- Links wedge turns
- Wedge-turns to the right and stop
- Wedge-turns to the left and stop
- Review braking wedge

Novice: Super Glide (Station #2)

- Review braking wedge
- Review wedge turns
- Introduction to traverses
- Introduction to sideslipping
- Traverses with sideslipping
- Linked-turns with skidded finish
- Skis around 3-4 gates (depending upon terrain)

Intermediate: Giant Slalom (Station #3)

- Review sideslipping
- Introduction to wedge garlands
- Introduction to absorbing uneven terrain
- Skis around 3-5 gates (depending upon terrain)
- Learns to ride lift
- Introduction ski poles (REQUIRED)

Intermediate: Slalom (Station #4)

- Review wedge garlands
- Review traverse
- Introduction to linked turns with skidded finish
- Review riding lift
- Learns to match skis at end of turn
- Learns to ski 10 gates
- Learns to ski blue runs
- Introduction to ski poles (REQUIRED)

Advanced: Giant Slalom (Station #5)

- Review linked-turns with skidded finish
- Review matching skis at end of turn
- Review skiing blue runs
- Learns to skate
- Learns to use ski poles
- Introduction to matching skis before the fall-line
- Introduction to linking medium short radius turns
- Introduction to tactics of speed play
- Learns to ski 20 to 25 gates

Advanced: Slalom (Station #6)

- Has more physical skills
- Is stronger
- Possesses agility
- Review short swing turns
- Review use of gates
- Review slalom course strategy

BASKETBALL



SECTIONAL TOURNAMENTS

Dates:	TBD
Sites:	Various areas hosting basketball sectional tournaments
Times:	Registration 8:15-9 a.m. Competition 9 a.m.-5:30 p.m.

STATE FINALS DATES & SITES

Youth Finals	March 22, 2025	University of Indianapolis, Indianapolis
Men's, Women's, Unified Finals	TBD	Pacers Athletic Center, Westfield

*** Dates for the Men's, Women's, and Unified Basketball State Championship will be determined by September 2024***

EVENTS

- Team Competition (5-on-5)
- Unified Sports® Team Competition
- 3-on-3 Team Competition
- Individual Skills Competition

DEADLINES

Monday, Dec. 9	Team Entry Form
Monday, Jan. 20, 2025	Rosters Due in GMS
Monday, Feb. 17, 2025	Game Records Form, Individual Player Evaluations (5-on-5), Individual Skills Entry Form, Coach/Chaperone Form

ENTRY FEES

- \$90 per 5-on-5 team — due Jan. 13, 2025
- \$50 per 3-on-3 team — due Jan. 13, 2025
- \$15 per individual skills entrant — due Feb. 17, 2025

STATE OFFICE CONTACT:

Katie Hilt (317) 328 - 2011 or khilt@soindiana.org

ENTRY INFORMATION

Refer to the Events Policy and Games Management section for more details regarding entry information.

ADDITIONAL INFORMATION

1. All County Programs will receive an updated listing of athletes who are eligible to compete in the basketball season at the end of November. Athletes who are eligible to compete have completed the Online Registration and Athlete Medical form.
2. Following entry, a directory of teams to guide the scheduling of pre-tournament games will be posted to the resource page of the website.
3. When Special Olympics athletes or Unified partners require the use of wheelchairs or other mobility assistance devices, participation in team sports (basketball, softball, volleyball, and flag football) likely creates undue health and safety risks for that athlete and others in the game. The County Coordinator may apply to the State Office for special consideration for athletes who require such assistance. These requests will be considered on a case-by-case basis. Athletes in question should not compete at any level without State Office approval.



BASKETBALL

MODIFIED EVENTS

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

TRADITIONAL EVENTS

Traditional Team (5-on-5)

UNIFIED EVENTS

Unified Team (5-on-5)

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 or Article I. In the cases such as this, the Official Special Olympics Sports Rules for Basketball will be used.

[Official Special Olympics Sports Rules for Basketball—5v5](#)

[Official Special Olympics Sports Rules for Basketball—Individual Skills](#)

COMPETITION MANAGEMENT

1. Each team within a county Program must have a unique and distinguishable name. For example, if Team A is called the Roaring Lions and Team B is called the Fighting Lions, one of the teams must change the word “Lions” to something else, such as “Bears”.
2. Basketball Event Selection Guide
 - a. The range of choices for entry in SOIN’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.
3. Participation
 - a. Coaches are strongly encouraged to allow athletes of all ability levels on a team to participate in every game.
4. 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.
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. Each game listed on the Games Records Form must contain the date, opponent’s County Program, opponent’s team name, final score, and team comparison. Failure to provide all information will result in the game NOT COUNTING towards the Games Requirement.
10. 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.
11. 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.
12. 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.
13. Team Level
 - a. The Basketball Sport Management Team will assign levels to each basketball team for 5v5 and 3v3.
 - b. Each team will be assigned a level by the Basketball Sport Management Team based on results from previous years tournaments, whether or not the team can play by the rules, and the attributes of the team.

BASKETBALL



- 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.
 - d. Please see the chart below for more details for each level.
14. Player Evaluations
- 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 and 3-on-3 teams must submit Player Evaluations Summary Form with their Games Records Form.

	Individual Skills Competition	3-on-3 Team Half-Court			5-on-5 Team Full-Court			
		Level 3	Level 2	Level 1	Level 4	Level 3	Level 2	Level 1
Skills	No Team Concepts	Below Average	Average	High	Below Average	Average	Above Average	High
Rules Knowledge	Minimal	A lot Modifications	Some Modifications	No Modifications to 3v3 Rules	Some Modifications		No Modifications	
Stamina	Limited	Limited	Moderate	High	Below Average	Average	Above Average	High

- c. Player Evaluations should not be completed until players have had an opportunity to train for at least six (6) weeks.
15. 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 5 on 5 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 - Teams can play other teams who are either a level higher or a level lower, example Level 2 teams can play Level 1 teams or a high ability Level 3 team).
 - c. Men's 5 on 5 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 - Teams can play other teams who are either a level higher or a level lower, example Level 2 teams can play Level 1 teams or a high ability Level 3 team).
 - d. Women's, Youth, or Men 3 on 3 teams
 - i. All 3-on-3 team must play at least two (2) games to qualify for Sectionals or State Finals
 - ii. Opponents must be in the same age group (Junior, Senior, or Master).
 - iii. Opponents must be in the same gender group (Male or Femae - coed teams play in the Men's competition).
 - iv. Opponents must be in the same level (Exception - Teams can play other teams who are either a level higher or a level lower.)

DIVISIONING

1. A divisioning process will be used for basketball, like all other team sports. The Basketball Management Team and Sectional Directors along with SOIN staff will work together to create these divisions by using a combination of age, gender, and ability levels. Game Records and player evaluations will be used to gauge the team's ability level.
2. The primary goal with the divisioning process is to create divisions of equal ability for quality competition.
3. Program location and travel time will be considered when scheduling.
4. During the divisioning meeting, management team members will finalize team Levels based on their game records and player evaluations.
5. Based on these final levels, they will place teams within divisions of 3—5 teams who are similar in gender, age, and ability level.



BASKETBALL

6. Age Groups:
 - a. Junior Level– 8 - 15
 - b. Senior Level - 16 - 21
 - c. Master Level - 22+
7. Individual Skills
 - a. Skills will be divisioned by age, gender, and ability.
 - b. Age groups will be: 8-11; 12-21; 22 & older
 - c. There will be 3 - 8 athletes per division.
 - d. Divisioning by ability is based on the athlete's entry scores.
 - e. There will be no more than a 20% difference between the highest average and the lowest average in the division.
 - f. Age groups or genders groups may be combined if space is limited or there are not a minimum of 3 athletes to make up a division.
 - g. Athletes will not be disqualified due to Maximum Effort.

SPORT RULES

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 (main) color of the jersey, all white, or all black.
 - i. It is acceptable for some players on the same team to wear undershirts while others choose not to, as long as those choosing to wear undershirts wear the same color.
 - ii. 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.
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.
5. Noise cancelling headphones need to be soft material. Athletes cannot wear headphones made of hard plastic during play.
6. Uniform Penalty
7. 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.
 - a. If both teams are in violation, the free throws will be shot, followed by a jump ball.

EQUIPMENT

1. A six-foot area in front of the bench will be designated where a coach may stand to give instructions to their 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, junior (15 & under), senior (16-21) divisions.
 - b. An intermediate size ball (28.5") will be used for all Individual Skills Competition athletes regardless of gender or age.

GENERAL RULES

1. 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.
2. 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.

BASKETBALL



3. Referees
 - a. Referees shall have the power to make all decisions on any point not specifically covered in rules.
4. 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.
5. 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 their number.

TRADITIONAL FULL-COURT TEAM COMPETITION (5-on-5)

1. Schedule
 - a. Teams will play no more than two (2) games a day.
 - b. The home team shall be labeled on the official schedule. If not, the second team listed will be the home team.
 - c. Teams will have at least a 60-minute rest period between games when playing more than once in a day.
2. 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.
3. Rosters
 - a. A team must have five (5) players to start the game.
 - b. A minimum of six (6) and maximum of 12 players may be carried on a team's roster.
4. 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.
5. 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.
6. 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.
7. 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.
8. 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 until the score is no longer tied. The clock will be stopped for all dead ball situations.
 - b. Each team is allowed one (1) 30-second timeout during each overtime period.
9. Pressing
 - a. Full court pressing is allowed.
10. 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.
11. 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).
12. 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 they want 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.
13. Unsportsmanlike Conduct
 - a. Technical fouls will be assessed for unsportsmanlike conduct by any coach, player, team attendant or spectator.



BASKETBALL

- 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.
14. Violations
- a. Over-and-back, 10-seconds, free throws, throw-in, and three-second lane violations shall be called according to NFHS standards.
15. Rule Modification: Traveling
- a. This rules modification only applies to Level 3 and 4 competitions.
 - b. 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 and a violation is called immediately.

UNIFIED FULL-COURT TEAM COMPETITION (5-on-5)

1. Unless otherwise stated, the Uniform Specifications, Equipment, General Rules, and Traditional Full-Court Team Competition rules will govern Unified Full-Court Team Competition.
2. Roster
 - a. The roster shall contain a proportionate number of athletes and Unified partners.
 - b. Five (5) players are required to start the game. FIBA rules allow a team to continue to play with a lineup with as few as two players before a game is forfeited. After a game begins and during competition, only the following line up ratios are allowed: 5 v5 Basketball (Start of game 5 players on court / team can drop down to max 2 players):
 - i. 3A/2P (Start of game)
 - ii. 3A/1P (Exception: Play can continue with 3 athletes and 1 partner due to a partner personal foul.)
 - iii. 2A/2P
 - iv. 2A/1P
 - v. 1A/1P
3. Line-Up
 - a. During competition, the line-up shall never exceed three (3) athletes and two (2) Unified partners at any time. Penalty: Forfeit.
4. 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.
5. 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.
6. 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.

HALF-COURT TEAM COMPETITION (3-on-3)

1. Unless otherwise stated, the Uniform Specifications, Equipment, and General Rules will govern Half-Court Team Competition.
2. Levels for 3-on-3 is new, please see this more detailed description for each level.
 - a. Level 1
 - i. Skills – Moderate to high *compared to other 3v3 players*
 - ii. Rules Knowledge – No modifications are needed (players understand 3 on 3 rules but could have difficulty understanding 5 on 5 rules) Stamina – Players have a high stamina for 3 on 3 half court play, however they don't have the stamina to play a full game of 5 on 5.
 - iii. More than 1 player of higher ability and remaining players are lower to moderate ability.
 - iv. These teams are also players who are older 5 on 5 players who don't have the stamina to get up and down the court.

BASKETBALL



- a. Level 2
 - i. Skills – Moderate to low *compared to other 3v3 players*
 - ii. Rules Knowledge – Some modifications are needed; players understand 3 on 3 rules however they need several reminders throughout the game.
 - iii. Stamina – Players have a moderate stamina for 3 on 3 half court play.
 - iv. Teams in level 2 could be teams that have 1 player of higher ability and remaining players are lower to moderate ability.
- a. Level 3
 - i. Skills – Low *compared to other 3v3 players*
 - ii. Rules Knowledge – Modifications are needed to play the game, players have to be coached on next steps for the duration of the game.
 - iii. Stamina – Players have a low stamina for 3 on 3, half court play
3. 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.
4. 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.
5. 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.
6. 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.
7. Overtime
 - a. If overtime is required due to a tie at the end of regulation play, the team that didn't start the game with the ball possession, will start the overtime. First team to score two points, will win the game.
8. Timeouts
 - a. Each team is entitled to two (2) 60-second timeouts during the game.
 - b. The clock will stop for any called timeout.
9. 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 offended 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.
10. Throw-Ins
 - a. The throw-in spot will be at half court for all dead ball situations, after the officials have administered the ball.
 - b.
11. 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 their seventh foul, that person will be removed for the duration of the game.
 - ii. There will be no team foul limits.

BASKETBALL



- 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 their 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.

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.
7. 10-meter Dribble
 - a. Purpose
 - i. 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), 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. An athlete who uses a wheelchair or walker may make a bounce pass to an assigned volunteer positioned in front of the athlete. The athlete then moves forward no more than one (1) meter at a time and receives a bounce pass back from the volunteer. This cycle is repeated until athlete has crossed the finish line and has possession of the ball.
 - vi. 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 they cross the finish line between the cones and pick-



BASKETBALL

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 their 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

a. Purpose

- i. To measure an athlete's skill in shooting a basketball.

b. Equipment

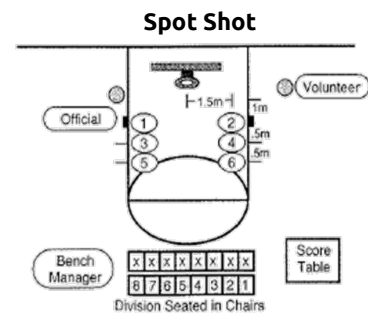
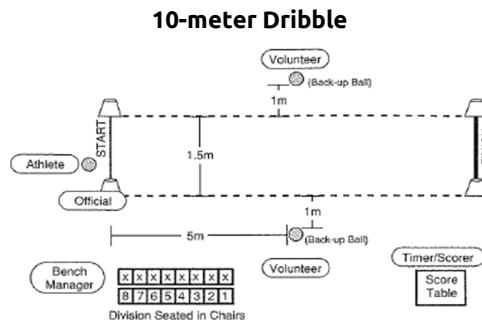
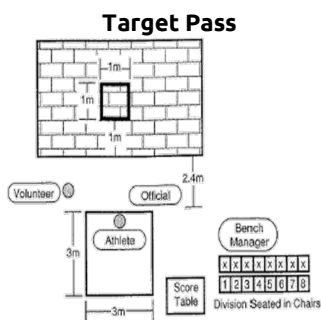
- i. Two (2) basketballs (an intermediate size basketball, 28.5" in circumference), chalk or floor tape, measuring tape, and 3.05 meter (10') regulation goal with backboard (for junior division competitions a 2.44-meter (8') goal may be used as an alternative).

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.



BASKETBALL Player Evaluation Scorecard

Player's Name: _____

County Program: _____

Athlete Unified Partner



PLAYER EVALUATION:

Instructions: Choose one 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 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.

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 them 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:** _____

BASKETBALL Individual Skills Scorecard

Athlete's Name: _____

County Program: _____



EVENT <i>Attempts</i>	SCORING SYSTEM	POINTS	SCORE
Target Pass <i>5 attempts</i>	<ul style="list-style-type: none"> • 3 points for hitting the wall inside the square • 2 points for hitting the lines of the square • 1 point for hitting the wall but not any part of the square • 1 point for catching the ball in the air or after one or more bounces while standing in box • 0 points if the ball bounces before hitting wall 	Attempt #: 1) _____ 2) _____ 3) _____ 4) _____ 5) _____	<i>Sum of all 5 attempts:</i> _____ points
10-meter Dribble <i>2 attempts</i>	<ul style="list-style-type: none"> • Time to dribble course and pick-up dribble • 1 second penalty for each time the athlete dribbles illegally (2 hands/double dribble) Conversion Chart 0-2 sec 30 points 9.1-10 sec 14 points 2.1-3 sec 28 points 10.1-12 sec 12 points 3.1-4 sec 26 points 12.1-14 sec 10 points 4.1-5 sec 24 points 14.1-16 sec 8 points 5.1-6 sec 22 points 16.1-18 sec 6 points 6.1-7 sec 20 points 18.1-20 sec 4 points 7.1-8 sec 18 points 20.1-22 sec 2 points 8.1-9 sec 16 points 22.1 and up 1 point	Attempt #: <i>Time (sec) Points</i> 1) _____ <i>Illegal Dribble Penalties:</i> □□□□□□□□□□□□ 2) _____ <i>Illegal Dribble Penalties:</i> □□□□□□□□□□□□	<i>Best of 2 attempts:</i> _____ points
Spot Shot <i>2 attempts from each spot</i>	<ul style="list-style-type: none"> • 2 points - made from spots #1 and #2 • 3 points - made from spots # 3 and #4 • 4 points - made from spots # 5 and #6 • 1 point - for any field goal attempt that does not pass through the basket but does hit either the backboard and/or the rim 	Spot Made Points Sub-total 1 □ □ x 2 _____ 2 □ □ x 2 _____ 3 □ □ x 3 _____ 4 □ □ x 3 _____ 5 □ □ x 4 _____ 6 □ □ x 4 _____ 1 point x _____ <i>Missed, but hit backboard or rim:</i> □□□□□□□□□□□□	<i>Sum of all 12 attempts</i> _____ points

NOTE

Do NOT submit this form as the entry form. Use this form for entry score calculation only.

Use the TOTAL SCORE as the entry score.

TOTAL SCORE

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**LET ME
BE
BRAVE
IN THE
ATTEMPT**

Special Olympics Indiana

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