

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:

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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.



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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.

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- 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.



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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.

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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.



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- 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.

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- 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.

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- 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-



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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

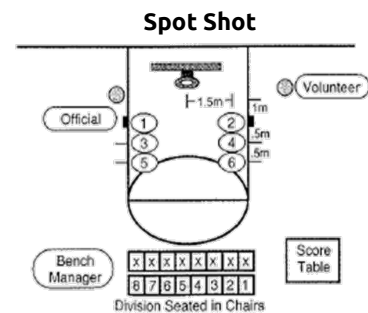
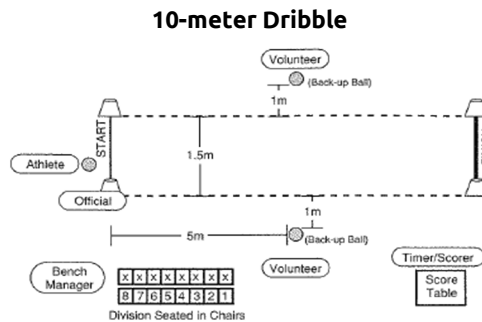
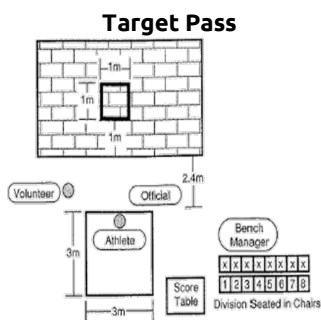
- i. Two (2) basketballs (an intermediate size basketball, 28.5" in circumference), chalk or floor tape, measuring tape, and 3.05 meter (10') regulation goal with backboard (for junior division competitions a 2.44-meter (8') goal may be used as an alternative).

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
