

# BASKETBALL

**Special  
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Indiana



## SECTIONAL TOURNAMENTS

Dates:	March 7 <sup>th</sup> and 8 <sup>th</sup>
Sites:	Various areas hosting basketball sectional tournaments
Times:	Registration 8:15 a.m. – 9:00 a.m. Competition 9:00 a.m. – 5:30 p.m.

## STATE FINALS DATES & SITES

Youth Finals	March 28, 2026	University of Indianapolis, Indiana
Men's, Women's, Unified Finals	March 21 and 22, 2026	Pacers Athletic Center, Westfield

## EVENTS

Team Competitions (5-on-5)  
Unified Sports® Team Competition  
3-on-3 Team Competition  
Individual Skills Competition

## DEADLINES

Monday, Dec. 8	Team Entry Form, Coach/Chaperone Form
Monday, Jan. 19, 2026	Rosters Due in GMS
Monday, Feb. 16, 2026	Game Records Form, Individual Player Evaluations (5-on-5)

## ENTRY FEES

\$90 PER 5-on-5 team – billed after January 19<sup>th</sup> deadline  
\$50 per 3-on-3 team – billed after January 19<sup>th</sup> deadline  
\$15 per individual skills entrant – billed after February 23<sup>rd</sup> deadline

## STATE OFFICE CONTACT

Katie Hilt (317) 328 – 2011 or [khilt@soindiana.org](mailto:khilt@soindiana.org)

## ADDITIONAL 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  
Team Skills Competition  
Half-Court Basketball: 3-on-3 Team

## TRADITIONAL EVENTS

Traditional Team (5-on-5)  
Half-Court Basketball (3x3)

## 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 on 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 cases such as this, the Official Special Olympics Sports Rules for Basketball will be used.

[Sports-Essentials-5v5-Basketball-Rules-2022-v2.pdf](#)

[Sports-Essentials-Skills-Competition-Basketball-Rules-2022-v2.pdf](#)

[Sports Essentials 3x3 Basketball Rules 2022](#)

## 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 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:

	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. 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 usual 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 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 opponent.



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7. Teams must submit a Games Records Online Form the Monday following their game with information on the opponents, final score, and an assessment of how the team compared to the opponent.
8. Each game 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 Game Requirement.
9. Failure to meet any of the three (3) established deadlines or failure to meet the games requirement gives the Basketball Sport Management Team reason to disqualify the team from Sectional and/or State competition. This includes failure to meet the games requirement after team re-classification or after roster adjustments.
10. Pairings
  - a. Teams are paired for competition within their division by a blind draw.
  - b. At Sectionals, The competition format will be single elimination with no consolation round. At State, teams will have at least two games.
  - 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.
11. 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.
  - 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 above for more details for each level.
12. Games Requirement (Mandatory Games)
  - a. Prior to Sectional or State competitions (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, Unified and Youth 5 on 5 teams and 3 on 3 teams
    - I. 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 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. Men 3 on 3 teams
    - I. Men's 3-on-3 teams must play at least two (3) 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 Female – 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. Teams without competition (normally due to superior ability) may be moved to another Sectional or scheduled for an exhibition game with awards.



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5. During the divisioning meeting, management team members will finalize team Levels based on their game records and player evaluations.
6. Based on these final levels, they will place teams within divisions of 3—5 teams who are similar in gender, age, and ability level.
7. Age Groups:
  - a. Junior Level – 8 – 15
  - b. Senior Level – 16 – 21
  - c. Master Level – 22+
8. 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 competitors in the Basketball Tournament must have a playing uniform consisting of jersey, shorts, socks, and 2 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, if 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.
  - c. Skills athletes have the option to use an official size bell basketball ball.

## **GENERAL RULES**

1. Assigned Court
  - a. Each team is required to be at its assigned court by the official start time.



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- 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.
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 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. Bonus
  - a. Once a team reaches 5 team fouls within the quarter they will be considered to be in the bonus and the result will be 2 free throws, there is no one-and-one situation.
  - b. Team fouls will reset each quarter.
  - 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 covered.
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.



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- 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, the 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.
  - 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 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. It is preferred that athletes and Unified partners are of similar age and similar ability.
  - c. 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.



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## HALF-COURT TEAM COMPETITIONS (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.
  - b. 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.
  - c. 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. All games will go on for at least 15 minutes. If a team scores 20 points before 15 minutes have elapsed, the winner will be acknowledged, and the game will continue until the 15 minute mark but the score will not be recorded.
  - c. Three (3) points will be credited for any made field goal from beyond the three-point line.
  - d. All other field goals made will be worth (2) points.
  - e. 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.
  - f. 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 beginnings 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 a 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 timeouts.
9. Change of Possession
  - a. The team 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.



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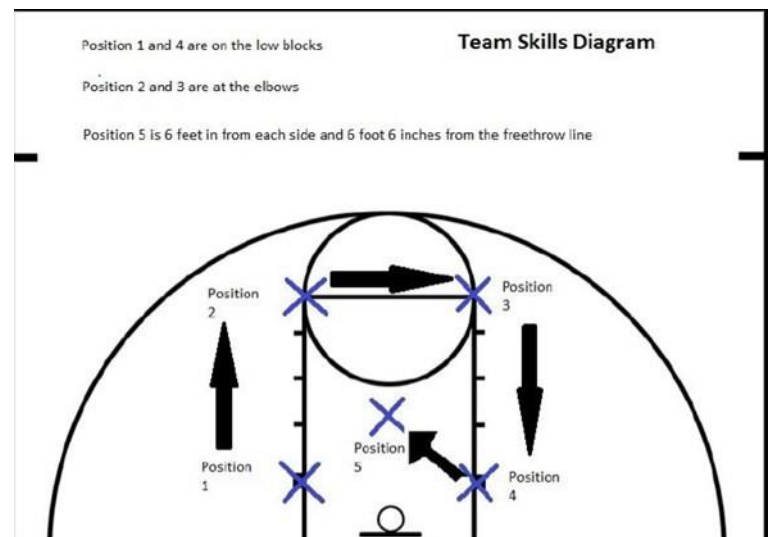
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- d. A violation occurs when the defense who has just gained possession of the ball attempts a field goal without taking the ball back behind the three-point line. Penalty: loss of possession.
10. Throw-ins
- a. The throw-in spot will be at half court for all dead ball situations, after the officials have administered the ball.
  - b. The defensive players must stay behind the free throw line extended to allow the offensive player the opportunity to inbound the ball. Once inbound, the defensive team can pressure the ball past the free throw line extended. The offensive player must inbound it to a player who is in front of the free throw line, the ball cannot be inbound to a player behind the free throw line.
  - 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.
  - 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.

## TEAM SKILLS COMPETITION

1. Roster:
  - a. Each team shall be comprised of a minimum of 5 players and maximum of 7 players.
2. The same uniform rules apply as all 5 on 5 and 3 on 3 competition.
3. Set Up
  - a. Mark five (4) spots around the floor, similar to a 2-1-2 zone defense with players positioned four (4) meters apart from each other.
  - b. Mark position #5 2 meters from a spot under the front of the goal's ring.
4. Equipment:
  - a. Men's teams will use a regulation size ball.
  - b. Women and Youth teams will use an intermediate size ball.
5. Time
  - a. The game is made up of two halves consisting of five rounds each. Players will be given one opportunity at each of the five positions during the half.
  - b. A five-minute half-time intermission follows.
6. Start
  - a. Two teams are positioned on opposite ends of the playing court. Only one team shall conduct a round at a time.
  - b. Each player on the first five-member team attempts to catch the ball and then throw it accurately to the player stationed at the next position.
  - c. The official shall hand the ball to the player in position #1 to begin each round.
  - d. The player in position #1 throws the ball to the player at position #2. The player at position #2 throws the ball to the player at position #3. This sequential throwing rotation continues until the ball reaches the player at position #5.
  - e. When the ball reaches the player in position #5, he/she then attempts a field goal. Athletes stationed in position #5 shall only be given one attempt to score.
  - f. After the field goal attempt by player in position #5, the round ends.
  - g. Following the completion of the round by the first team, the second team will conduct their initial round.
  - h. Players shall rotate in numerical sequence to the next position after each round.
  - i. Teams shall exchange ends of the court following the first half and then complete a set of five rounds at the other goal for the second half.
  - j. Play alternates between each team following the completion of each round. Once each team has completed five rounds, the first half ends.
7. Passing
  - a. Athletes may pass the ball in any manner, but each player must pass in numerical sequence. A bounce pass is allowed provided that there is only one bounce.





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- b. If the ball is thrown past an athlete, the athlete or official may retrieve the ball. However, the athlete must return to his/her position before throwing the ball to the next player.
8. Shooting
  - a. Slam dunks are not permitted. The athlete shall not receive any points if a slam dunk is taken.
  - b. Athletes can bounce the ball before shooting; however they cannot move from their spot on the court.
9. Substitutions
  - a. Substitutes are allowed into the game but only after a round has been completed.
10. Coaching
  - a. Coaches shall remain on the sideline. Coaches may give verbal or signed instructions to players, coaches may give assistance moving athletes to the next position between rounds.
11. Scoring
  - a. Teams receive 1 point for each correct pass.
  - b. Team receives 1 point for each successful catch.
  - c. Team receives 2 points for each successful field goal.
  - d. A bonus of 1 point is awarded for each complete successful round of passing, catching, and made field goal.
  - e. The maximum number of points that can be accumulated by a single team during a half is 55 (11 points max for each round).
  - f. The final team score is determined by adding the scores from each of the 10 rounds.
  - g. If the teams are tied at the end of regular play, an additional round should be played. The first team to score more points in a round than its opponents is the winner.

## INDIVIDUAL SKILLS COMPETITION

1. The purpose of Individual Skills 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 in 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. Assisted devices such as a bell basketball and taping on the back of the backboard may be used.
5. The athlete's final score is determined by adding together the scores achieved in each of the three (3) events.
6. 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).
7. 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.
8. 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



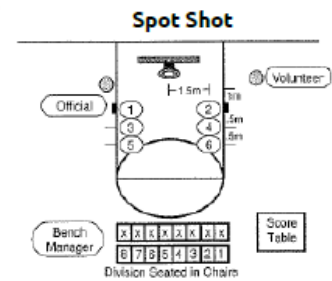
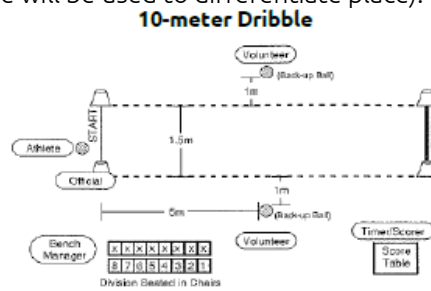
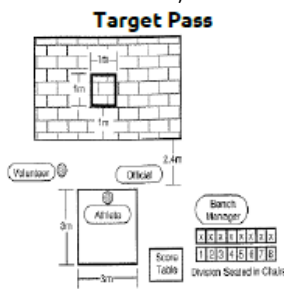
# BASKETBALL



- 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-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) trails converted into points (in case of a tie, the actual time will be used to differentiate place).



# BASKETBALL Individual Skills Scorecard

Athlete's Name: \_\_\_\_\_

County Program: \_\_\_\_\_



EVENT <i>Attempts</i>	SCORING SYSTEM	POINTS	SCORE
<b>Target Pass</b> <i>5 attempts</i>	<ul style="list-style-type: none"> <li>• 3 points for hitting the wall inside the square</li> <li>• 2 points for hitting the lines of the square</li> <li>• 1 point for hitting the wall but not any part of the square</li> <li>• 1 point for catching the ball in the air or after one or more bounces while standing in box</li> <li>• 0 points if the ball bounces before hitting wall</li> </ul>	Attempt #: 1) _____ 2) _____ 3) _____ 4) _____ 5) _____	<i>Sum of all 5 attempts:</i>  _____ points
<b>10-meter Dribble</b> <i>2 attempts</i>	<ul style="list-style-type: none"> <li>• Time to dribble course and pick-up dribble</li> <li>• 1 second penalty for each time the athlete dribbles illegally (2 hands/double dribble)</li> </ul> Conversion Chart 0-2 sec <b>30 points</b> 9.1-10 sec <b>14 points</b> 2.1-3 sec <b>28 points</b> 10.1-12 sec <b>12 points</b> 3.1-4 sec <b>26 points</b> 12.1-14 sec <b>10 points</b> 4.1-5 sec <b>24 points</b> 14.1-16 sec <b>8 points</b> 5.1-6 sec <b>22 points</b> 16.1-18 sec <b>6 points</b> 6.1-7 sec <b>20 points</b> 18.1-20 sec <b>4 points</b> 7.1-8 sec <b>18 points</b> 20.1-22 sec <b>2 points</b> 8.1-9 sec <b>16 points</b> 22.1 and up <b>1 point</b>	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
<b>Spot Shot</b> <i>2 attempts from each spot</i>	<ul style="list-style-type: none"> <li>• 2 points - made from spots #1 and #2</li> <li>• 3 points - made from spots # 3 and #4</li> <li>• 4 points - made from spots # 5 and #6</li> <li>• 1 point - for any field goal attempt that does not pass through the basket but does hit either the backboard and/or the rim</li> </ul>	<b>Spot    Made    Points Sub-total</b> 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**

\_\_\_\_\_