

## **SPECIAL OLYMPICS BC - Basketball**

### **Criteria for Sanctioning of Competition**

#### **SPORT RULES**

Refer to SOC Sport Rules and SOBC Exceptions to the SOC Sport Rules (if applicable). Rules can be found on the Special Olympics BC website [www.specialolympics.bc.ca](http://www.specialolympics.bc.ca) at

*Resources → Sport Rules, Resources and Videos → Basketball*

#### **RULES - EXCEPTIONS TO THE SPECIAL OLYMPICS CANADA, (SOC) RULES.**

Please note that these rule exceptions only apply to Local, Regional and where noted, Provincial Games. Athletes and Coaches must be aware that all competitions outside of the above will be governed by SOC rules and the rules of that Sport's Governing Body.

1. Score keepers must have coaches sign score sheets at the end of the game. The director of tournament play will oversee all referees, timekeepers and scorekeepers at the competition. This will ensure that both teams agree upon scores before the score is made final. Once the score sheet is signed a protest CANNOT proceed.
2. Where a seeding round is necessary, a coaches' meeting will be held after the teams are seeded. This will give coaches some input as to where and why their teams were seeded in the division in which they find themselves. If the head coach is not satisfied with where his/her team is seeded he/she may appeal the decision in writing within five (5) minutes of the seeding being posted. Upon a decision, all head coaches will be notified by the seeding committee of any changes that have been made. Only one (1) appeal per team is allowed. Once the first set of appeals has been heard, the decision from the seeding committee will be final.

#### **DIVISIONING**

Due to the facility and time restrictions often faced at a Regional Qualifier the following divisioning procedure is suggested.

1. Local Coaches are required to complete the skills assessment forms and submit it to the Competition Coordinator 30 days prior to the start of the competition (refer to appended Registration Form)
2. Teams are to be divisioned in preliminary divisions based on the information presented on the teams' skills assessment.
3. Where schedule permits, teams will be required to play a maximum of two (2) divisioning games before the start of the competition.
4. Divisioning games are to be conducted under the rules and regulations as they appear in the Special Olympics Canada Official Rules Book.
5. Within 30 minutes of each teams' final divisioning game they are required to submit the post divisioning questionnaire to the tournament director.
6. Following the divisioning round teams are to be divisioned according to the Special Olympics Canada Official Divisioning Process.

## **INDIVIDUAL SKILLS CONTEST**

Host communities wishing to hold the Regional Qualifier are required as part of the sanctioning process to include a Developmental Skills Contest as an option for athletes and coaches to compete in.

The individual skills contest, as described in the Official Special Olympics Summer Sport Rules, will be considered "competition" for developmental athletes. Athletes participating at this level at a regional qualifier may not compete in the team competition at the qualifier.

## **FACILITY**

The following is a minimum list of facility requirements:

- Access to washroom facilities for Male and Female participants
- Separate changing facilities for Male and Female participants
- Fully accessible to all participants, i.e. participants with a physical disability.
- Adequate space to ensure that spectators are not on the floor during games, (this will be left up to the discretion of the game Referee).

## **SPORT OFFICIALS**

The following must be adhered to with respect to officiating:

Each game must have two SOBC certified referees officiating.

At least one referee must have previous experience refereeing basketball in Special Olympics at the level of the teams competing, i.e. if officiating a "B" division game, should have previously officiated a "B" or higher division game.

- 1) All referees must be knowledgeable of the SOC Rules and Regulations regarding the governance of a Special Olympics Basketball Competition.
- 2) There shall be a minimum of two individuals per game fulfilling the roles of scorekeeper and timekeeper.
- 3) Teams must hand in their roster form to the official's table 15 minutes before the start of the game.
- 4) The officiating table shall monitor points and record fouls on Official SOBC scoresheets.
- 5) Both referees as well as the head coach for each team immediately following the completion of each game must sign the Official SOBC Game Sheet. Scorekeepers are not required to sign the scoresheet but must include their printed names in the appropriate area.

Host communities must identify a Chief Official prior to making their application for sanctioning to the Provincial Office of Special Olympics BC. For assistance in recruiting individuals appropriate for these roles please contact the SOBC Provincial Office.

## **MEDICAL REQUIREMENTS**

The following are the minimum requirements for medical coverage at sanctioned Special Olympics basketball competition.

- Two (2) First Aid attendants - (standard certification) - per playing surface

## **COMPETITIVE ATTIRE**

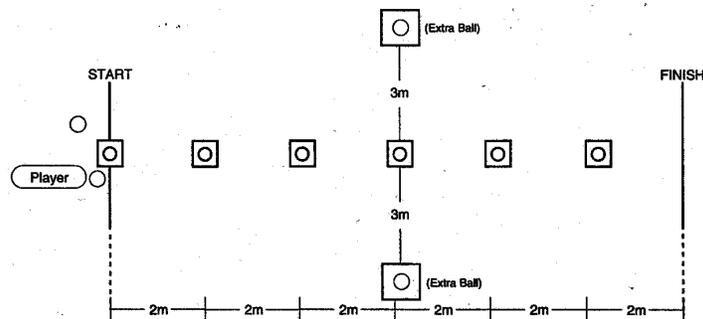
All athletes of a team must wear matching basketball jerseys (reversible or home/away jerseys) that are numbered, shorts and non-marking athletic shoes. If a team does not have two sets of matching jerseys or reversible jerseys, they will need to bring a set of pinnies for their team.

## **REGISTRATION FORM / SKILLS ASSESSMENT**

Please refer to the registration form included in this sanctioning supplement. Registration for Team competition must include assessment of Level as well as assessment scores for each athletes in both Dribbling and Scoring.

# BASKETBALL SKILLS ASSESSMENT

## 1. BSAT – Dribbling



### SET-UP

An area of the basketball court (preferably along a sideline or down the centre line), six cones, floor tape and four basketballs one that the athlete is provided with initially, two others that are for back-up in case the basketball bounces away, and one more to continue the test.

### TEST

Time: 60 seconds for one trail.

A player is instructed to dribble the ball while passing alternately to the right and to the left of six obstacles placed in a line, 2 metre (6 feet 6  $\frac{3}{4}$  inches) apart, on a 12 metre course. The player may start to the right or to the left of the first obstacle but must pass each obstacle alternately thereafter. When the last obstacle is passed and the finish line reached, the player puts the ball down, sprints back to the start for the next ball, and repeats the slalom. The player continues until 60 seconds have elapsed. If a player loses control of the ball, the clock continues to run. The player recovers the ball or picks up the nearest back-up ball and may re-enter at any point along the course.

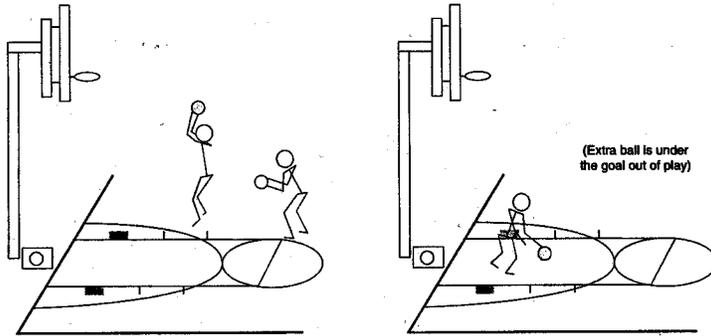
### SCORING

One point is awarded each time the midpoint between two obstacles is crossed. (For example, if the player successfully dribbles the ball from the starting line, weaves in and out through the entire course one time, and places the ball down at the finish line, a score of five has been achieved. The player must use legal dribbles and must have control of the ball during a midpoint-to-next-midpoint space in order to get credit for that cone successfully passed). The player's score is how many cones (midpoints) he/she successfully passes in 60 seconds.

### STAGING

Volunteers administer the test and are not to interfere with any player who is performing the test. Volunteer A will instruct the group doing this particular test while Volunteer B demonstrates the actual test. Volunteer A will give the basketball to the player who will take the test, ask him/her if ready, will then say, "Ready", "Go" and will count how many cones the player passes in 60 seconds. Volunteer B and C, who are standing behind the extra balls, will retrieve and replace the basketball whenever it goes out of play. Volunteer D will time and record the athlete's score. Each volunteer is to administer the test and manage the area only.

## 2. BSAT –Perimeter Shooting



### SET-UP

A goal, the official NGB free throw lane, floor tape and two basketballs, one that the athlete is provided initially, another that is for back-up in case the basketball bounces away.

### TEST

Time: one trial of two minutes

A player stands at the juncture of the free-throw line and lane, either to the left or right.

The player dribbles towards the goal and attempts a field goal of his/her choice outside the 2.75 metre (9feet) arc. This attempt must be taken anywhere outside the 2.75 metre arc marked off by a dotted line. (This arc intersects with the free-throw restraining circle).

The player then rebounds the basketball (made or missed shot) and dribbles anywhere outside the arc before attempting another field goal.

The player shall make as many field goals as described above in one two-minute trail.

### SCORING

Two points are awarded for each field goal made within the two-minute trial.

### STAGING

Volunteers administer the test and are not to interfere with any player who is performing the test. Volunteer A will instruct the group doing this particular test while Volunteer B demonstrates the actual test. Volunteer A will give a basketball to the player who will take the test, ask him/her if ready, will then say, "Ready. Go", and will count how many field goals the player makes in two minutes. Volunteer B, who is standing beside the extra ball, will retrieve and replace the basketball whenever it goes out of play. Volunteer C will time and record the athlete's score. Each volunteer is to administer the test and manage the area only.

**BASKETBALL TOURNAMENT REGISTRION FORM**

Team Name: \_\_\_\_\_ Local: \_\_\_\_\_

Team Contact: \_\_\_\_\_

Phone: \_\_\_\_\_ (cell) E-mail: \_\_\_\_\_

**TEAM ROSTER**

ATHLETE NAME	DOB MM/DD/YY	ABILITY LEVEL	ASSESSMENT SCORES	
		A, B, C	DRIBBLING	SHOOTING
1)				
2)				
3)				
4)				
5)				
6)				
7)				
8)				
9)				
10)				

***\*\* Please note: Each team must have a minimum of 8 players and a maximum of 10 players with three coaches only on the bench. This rule will be enforced.***

Head Coach: \_\_\_\_\_

Assistant Coach: \_\_\_\_\_

Assistant Coach: \_\_\_\_\_

**INDIVIDUAL SKILLS ATHLETE REGISTRATION**

Skills Coach: \_\_\_\_\_

ATHLETE NAME	DOB MM/DD/YY
1)	
2)	
3)	
4)	
5)	