

TEAM BASKETBALL INFORMATION

Updated January 2025

GENERAL INSTRUCTIONS

1. Brackets will be developed with divisions of male and female teams (if enough female teams sign-up). A team that is composed of both males and females will compete in a male division.
2. Only roster players, 1 coach per 4 athletes and (1) team manager will be allowed on the player's bench.
3. Game balls will be furnished; teams will use their own practice balls. Junior Division will use the KSHSAA girl's ball (smaller).
4. The use of alcohol, tobacco, including chewing tobacco of any kind, is prohibited in all competition venues.

PLAYERS

1. Each team roster may have a maximum of twelve (12) players. Exception: If your organization has only one team competing in team play, then there is no limit.
2. No teams or athletes may be added to the State games after the Regional Tournament.

RULES

1. A game will consist of four quarters, each six (6) minutes long.
2. The clock will stop during all free throw situations. In addition, all dead ball situations in the last minute of each quarter.
3. The game will be forfeited when a team fails to report to play within five (5) minutes after the completion of the previous game on that court.
4. No Dunking ... basket scored from dunking the ball does not count.
5. A jump ball will be used at the start of the game and overtime periods. Alternate possession will be used for all other situations.
6. Teams will shoot free throws starting at the 5th team foul in each quarter.
7. Overtime: The first two overtimes will be two minutes in length with the clock running the first minute and stopping for all dead ball situations in the last minute. If, after two overtimes the score is still tied, sudden death (first team to score wins) will be in effect.
8. Each team will be given two time-outs per half. Each team will receive an additional time-out for each overtime period. Time-outs from the second half to overtime do carry over.
9. THE GAMES MANAGEMENT TEAM (RULES COMMITTEE) SHALL RULE ON ALL PROTESTS. ALL DECISIONS BY THE MANAGEMENT TEAM ARE FINAL.

SPECIAL OLYMPICS KANSAS
BASKETBALL ABILITY DIVISIONS

Updated January 2025

AGE DIVISIONS

The following age groups will be used for Special Olympics Kansas Basketball Tournament.

- 1) Young Athletes (ages 6 and 7) - Skills only
- 2) Junior: ages 8-15
- 3) Senior: ages 16-21
- 4) Masters: ages 22 and over

A team age group is determined by the athlete's age on the opening date of the tournament. The age of the oldest athlete on a team will be used to determine the age group in which that team will compete.

The coach will submit SAT scores and request a division level. To help with determining which level your team may best fit, the following guidelines may help to more accurately place a team. Kansas State High School Activities Association rules will be used in Level I and Level II. Level III, Level IV, and Level V have certain rules differences that are outlined in each level description.

LEVEL I

Players possess an excellent overall understanding of the game and a mastery of the basic fundamentals of basketball. The games are generally fast break in style but the teams will run a set offense. Teams in this level could play in lower level city recreation leagues.

LEVEL II

Level II players have a good understanding of the game. Teams will use some form of a set offense. Players are able to make many decisions on the court without the help of the coach. Players have a good command of the basic skills of shooting and passing of the ball. The games consist of lay-ups and shots from inside the lane with few jump shots attempted. **Teams can fast break.**

Upper Division Level II

3 to 4 high level players with no bench - dramatic drop off in play when the starters are replaced
The team can handle and apply defensive pressure
Players use their pivot foot

Lower Division II

1-2 players who dominates the team
Teams can fast break and defend a fast break but prefer a slower tempo game
Players rarely use their pivot foot; tendency to cradle the ball when defensive pressure is applied
but they do not shuffle their feet.

LEVEL III

Players have a general understanding of the game. The games are much slower in pace than Level II games. Athletes are much closer together around the ball. Coaches tell many of the players where to pass and when to shoot. Players have little understanding of how to use a pivot foot. **Teams do not fast break.**

Upper Level III

One player who dominates the team
Players shuffle feet while holding the ball or when defensive pressure is applied
Cradle the ball after rebounds

Lower Level III

Players dribble with two hands and advance the ball very slowly
Stands in place and shuffle their feet when there is no defensive pressure

1. 5-second lane violation rule.
2. Traveling/double dribbling will be called when a player gains an advantage by picking up ball and running with it to avoid defensive steal. An inadvertent travel will not be called. No more than five consecutive steps will be allowed.
3. Full court press will not be allowed - officials may help get the defense back before the offense brings the ball down.
4. 10-second rule will begin when all defensive players are on their half of the court.
5. There will be no fast-breaking offensive plays (all defensive players must be allowed to get back).
6. If teams choose, they can shoot at the same goal in both halves. If both teams do not agree, then teams must shoot at different goals each half.

LEVEL IV

This is a training level of play. Participants will be those who do not comprehend the team concept of play. Officials will give instruction during the course of the game. Generally, use two handed set shots and attempt to catch the ball in any manner off the backboard; lack of team play skills. Players tend to double dribble and travel often. Level IV teams will play KSHSAA rules with the following adaptations:

1. 7-second lane violation rule
2. Traveling/double dribble will not be officiated as strictly, however, the shuffling of feet more than 7 steps while carrying ball will be called. Officials will watch for advantages gained.
3. A maximum of 8 points (could be 9 or 10 if the athlete has scored 7 points, and then scores a 2 or 3 pointer) scored will be allowed per player per half - an athlete can score/shoot the 2nd free

throw if the first made free throw is the athlete's 8th point of the half. Once this happens, the athlete must sit out the rest of the half. If the game goes into overtime, any athlete that has scored 8 points in the 2nd half CANNOT reenter the game. An athlete that scores their 8th point during OT must sit for the rest of the game.

4. Full court press will not be allowed - officials may help get the defense back before the offense brings the ball down.

5. 10-second rule will begin when all defensive players are on their half of the court.

6. There will be no fast-breaking offensive plays, (all defensive players must be allowed to get back on defense)

7. Two coaches per team will be allowed to be on the court with their team (except for Unified games because partners can serve this function). All other team personnel must stay in the team box area in front of the team members sitting on the bench. A coach is considered on the floor if they are not sitting in the bench area with the substitute - this includes out of bounds area behind the goal.

8. Teams can substitute on the fly, which means there doesn't need to be a stoppage in game play for a substitute to enter the game.

9. Athletes using a wheelchair or other adaptive equipment can compete in this division, but not in any other division. A coach (or non-playing Unified Partner) is allowed to push the wheelchair for the athlete or assist the athlete as needed.

10. If teams choose, they can shoot at the same goal in both halves. If both teams do not agree, then teams must shoot at different goals each half.

UNIFIED® BASKETBALL

This is a division that is offered for teams that have athletes and partners (non-SOKS athletes) that compete on a team together.

Specifics:

1. Volunteer partners should be of similar AGE.
2. Volunteer partners should be held to same requirements in terms of practice attendance as athletes and have proper paperwork submitted prior to practices.
3. Unified teams will only play against Unified teams for medaling purposes. In the case of scenarios where there are not enough Unified teams, exhibition games will be offered against 'traditional' Special Olympics teams. The result of the game would not negatively impact the "traditional" team's medal contest.
4. Unified teams will be divided into (and follow the rules) of the level most appropriate for the athletes on the team.
5. At least half of the players on the court for a team must be Special Olympics athletes, and at least one partner must be on the court. (ex. 3 athletes and 2 partners, 4 athletes and 1 partner, 2 athletes and 2 partners, 3 athletes and 1 partner, etc.)
6. Athletes must choose between playing in the Unified division OR playing 'traditional' Special Olympics when those contests are occurring on the same day.
7. The coach for a team may not also play as a Unified Partner during that competition.
8. Dominant play:
 - a. All players will be allowed meaningful involvement and play.
 - b. Dominant play is defined as an action or play by a player that does not allow another teammate to play their position or when a player controls the game to the detriment or exclusion of teammates.
 - c. Dominate play will be a judgement call determined by the officials on the court. Penalty shall be a technical foul on the offending player.