

School Championships Qualifiers

Basketball Technical Package

Unified & Traditional



***Special
Olympics***
Ontario

 **School Championships**
Qualifiers

2019/2020 Season

***Special
Olympics***
Ontario



SOO School Qualifiers Basketball 3-on-3 Rules

1. Competition Format

1a. Game Points and Team Ranking

Round Robin Format within your division

- Game Points Scoring System:
 - 3 points for a win
 - 2 points for a tie
 - 1 point for a loss
- NO overtime at qualifiers (ties will stand)
- Tie breakers at qualifiers to be determined in succession:
 - Highest game points (based on scoring system outlined above)
 - Lowest points against average
 - Highest points for average
 - Draw from a hat

*In the event of a three-way tie, once a team has been eliminated from the tie, the tie breaking process for the remaining two teams will start at the beginning.

For qualification to Provincial School Championships, all teams are placed in a conference with schools from the surrounding regions, meaning that schools are competing against all other schools within their conference, not only teams at their local qualifier. All tie breaking processes remain the same. This model allows for equitable chances of qualification, despite the size of the local qualifier. To learn more about the conference model, please contact schools@specialolympicsontario.com.

1b. Uniforms

All teams must supply their own uniforms. T-shirts or sport uniforms are permitted as long as all uniforms are identical for all players. Numbers on uniforms are not required.

1d. Equipment

***indoor running shoes are required for play.**

All basketballs will be provided by SOO. Teams are not required to bring their own practice balls, however they can if they would like. All game balls will be supplied/approved by SOO.

1e. Game Forfeit

Should a team forfeit a game, the following point allocation will be used:

- Game not started: a score of 12-0 will be recorded
- Game started: opponent's score will be recorded as 12, forfeit team score will be current score when forfeit occurred.

2. Rules of Play

2a. Divisioning

1. The Head coach must include a team ranking during online registration for each team.
 - a) A skills assessment form will be filled out to help with a more accurate divisioning process.
2. Teams are grouped in divisions according to their team ranking.
3. Each team will be required to play all team members in all games.

2b. Team and Players

1. Traditional teams: minimum 3 and maximum 5 athletes with an ID (3 players and 2 substitutes)
2. Unified teams: minimum 3 and maximum 6 athletes (max 2 mainstream Unified partners).
 - a) During competition, the 3 person team on the court must be made up of 2 athletes with an ID, and 1 Unified Partner.
3. Half-court basketball is a game of three-on-three (both teams shoot on the same net). Each team must start the game with three players or forfeit the game. If a team falls below three players once the game has started due to injury, the team will be permitted to continue with two players on the floor. If a team falls below three players due to player ejection, the team will forfeit that game.

2c. The Game

1. The game will be played for 20 minutes, with two 10-minute halves and a 3-minute halftime.
2. There will be a running clock applied for the full 20 minutes. The clock may stop at the referee's discretion (e.g. if the ball needs to be retrieved from another court).
3. A made field goal from any area on the court will count for two points.
4. The game will start with a flip of a coin for possession. There is no jump ball.
5. A team will be declared the winner if they reach 20 points. The full 20-minute game time is to be played out, but the score will stand once a team scores its 20th point. Thus, the winning team is the first team to score 20 points or the team with the highest score after the 20-minute game.
6. All Games will be played with a 28.5 sized basketball.

2d. Competition

1. The referee will handle the ball on all out-of-bounds plays.
2. The ball is dead after a foul or violation is called, a field goal is made or any other time the referee blows his/her whistle.
3. Teams change possession of the ball after a field goal. However, if a player is fouled in the act of shooting and makes the basket, the field goal is credited, and the scoring/offended team retains possession of the ball.
4. The throw-in spot for all non-shooting fouls (fouls, violations, out-of-bounds, made field goals, timeouts) will be at the top of the key (behind the 3 point line). The player inbounding the ball at the top of the key must make one pass before any scoring attempt can be made. **No free throws will be permitted.**
5. For all shooting fouls, the ball will be inbounded along the base line at a designated spot.
6. On any change of possession, the team which just gained possession of the ball must take the **ball back behind the foul line extended** before shooting. In taking the ball back, either the ball or the foot of the player in possession must touch the foul line extended or the area behind it.
7. A violation/foul has occurred when the defense who has just gained possession of the ball attempts a field goal without taking it back behind the foul line extended. This foul will result in loss of possession for the offending team.
8. Substitutions may be made on a dead ball. When one team makes a substitution, the other team must be given an opportunity to substitute as well. Players entering the game must report to the scorer's table and be beckoned into the game by the referee.
9. **One 60-second timeout is allowed per team.** When a timeout is called, the clock will be stopped. A player injury timeout may be called by the referee. The referee may stop the clock at his/her discretion and is advised to do so at any time. For example, allowing the clock to run when the ball bounces well out of play gives one team an unfair advantage. Consequently, the clock should be stopped.
10. A held ball is called when opposing players have one or both hands so firmly on the ball that possession can be gained only by force. The ball is awarded on the basis of **alternate possession**. First possession is granted to the team that loses the coin toss at the start of the game.

2e. Fouls & Penalties

1. A foul is an infraction of the rules involving personal contact with an opponent or unsportsmanlike behaviour. It is charged against the offender.
2. There are no individual or team foul limits in 3-on-3 half-court competition. However, misconduct will result in a warning to the player and coach. Continual misconduct or flagrant and intentional fouling will result in player ejection.
3. An offensive player, including the shooter, may remain in the free throw lane for no longer than three seconds. The penalty for this infraction is loss of possession.
4. A player making a throw-in shall have five seconds to release the ball. The penalty for taking more than five seconds shall be loss of possession.

2f. Points of Emphasis

1. It is a violation for player to “double dribble”.
2. Concerning optional adaptations: A player may take two steps beyond what is allowable. However, if the player scores, “travels,” or escapes the defense as a result of these extra steps, an advantage has been gained. A violation is called as per the official’s discretion.