

**Special  
Olympics**  
Ontario



Special Olympics  
**Unified Champion  
Schools®**

## School Qualifiers



**Basketball Technical Package**  
**Unified & Traditional**

# SOO School Qualifiers Basketball 3-on-3 Rules

## Qualifier Competition Format

### 1) Game Points and Team Ranking

- Round Robin format within your division.
- Game Points Scoring System:
  - 3 points for a win
  - 1 point for a tie
- **NO overtime at qualifiers (ties will stand).**
- Tie breakers at qualifiers to be determined in succession:
  - Highest game points (based on the scoring system outlined above)
  - Head-to-Head
  - Lowest points against average
  - Random Computerized Draw
  - 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 Provincial School Championships qualification, 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 qualifying process, our quotas for the year and our conference model, please visit our resources page on our website: [Schools Hub](#)

### 2) Uniforms

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

### 3) Equipment

- \*Indoor running shoes are required for play. \*
- 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.

### 4) Game Forfeit

- Should a team forfeit a game, the following point allocation will be used:
  - Game not started: A score of 1-0 will be recorded
  - Game started: The non-forfeiting team's score will be recorded as 1, or their current score at the time of the forfeit will be added to that number of 1, and the forfeiting team's score will be the current score when the forfeit occurred.

## Rules of Play

### 1) Divisioning

- The Head Coach must include a team ranking during online registration for each team. 2

- Team rankings are meant as an overall rating of your team's ability. Refer to our [Skill Assessments](#) if needed and make a judgment on your team's overall competitive ability. A - Indicates your team is established, has several strong players and would be placed in the most competitive division, B - Team has an all-around understanding of the sport would be placed with some higher level teams, C - Middle of the pack team that has basic skills down for most players, D - Means your athletes are learning the sport and would be placed in the lowest ability division
- **Traditional**
  - **Developmental (offered if capacity allows):** this category is intended for athletes new to the sport who are not ready for game play and would benefit from fun skill development.
  - **Recreational:** Teams in the recreational category have athletes who are relatively new to the sport or are just there for fun and do not want to compete/advance to the annual Provincial School Championships.
  - **Competitive:** Competitive Traditional athletes intend to compete at the School Championships if selected or have a mid-high skill level.
- **Unified**
  - Unified Partners are there to compete alongside SO Athletes. Unified Partners are designed to score points, **have a meaningful impact on the game**, and compete in this category. This includes passing, shooting/scoring and defence.  
Note: **Unified Partners are not permitted to dominate** and take over games, but are expected to contribute to winning. Each team will be required to ensure all their players, barring injury, play during each game.

## 2) Team and Players

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

## 3) Unified Sport/Teams

- Unified Sports brings people with intellectual challenges and disabilities together on the same team as people without intellectual disabilities. This program is dedicated to promoting inclusion through shared sports training and competition experiences.
- Unified Sports looks to develop meaningful competition where coaches work together to create a balanced competitive environment. **Coaches are responsible for ensuring the meaningful involvement of all players in the game.**

- Please review our principle of meaningful involvement to understand and apply the Unified Competition Model: [SO Unified Sports Principle of Meaningful Involvement](#)
- Also, see our Unified Coaching Guides and Training Resources
  - [Guiding Unified Sport Principles](#)
  - [Unified Sports Coach Guidelines](#)
  - [Unified Coach Course \(Option A\)](#)
  - [Unified Coaching Course \(Option B\)](#)

#### 4) The Game

- The game will be played for 20 minutes, with two 10-minute halves. A two-minute 'halftime' break will occur between the first and second half of play.
  - There will be a running clock applied for the full 20 minutes
  - One 60-second timeout is allowed per team per game. When a timeout is called, the clock will be stopped. The referee may stop the clock at his/her discretion and is advised to do so at any time.
- A field goal from any area on the court will count for two points.
- The game will start with a flip of a coin for possession. There is no jump ball.
- A team will be declared the winner if they reach 24 points. The full 20-minute game time is to be played out, but the score will stand once a team scores its 24th point. Thus, the winning team is the first team to score 24 points or the team with the highest score after the 20-minute game.
- All games will be played with a 27.5 – 28.5 sized basketball.
- Substitutions: Coaches can make substitutions after any whistle, including balls going out of bounds, goals, after a timeout, after a penalty and after halftime. Officials will whistle in substitutions.
- Note: During play, coaches and support staff cannot participate in the competition in any way beyond physically supporting individuals who need one-on-one support or guidance to compete (cannot participate in active play).
  - If a coach participates in the game, the team will be given a technical foul and free hit for each infraction.

#### 5) Competition

- The referee will handle the ball on all out-of-bounds plays.
- 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.
- 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.
- 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 inbound 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.

- For all shooting fouls, the ball will be inbounded along the baseline at a designated spot. On any change of possession, the team that 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. 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. 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. 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.

## **6) Fouls & Penalties**

- A foul is an infraction of the rules involving personal contact with an opponent or unsportsmanlike behaviour. It is charged against the offender.
- 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.
- An offensive player, including the shooter, may remain in the free throw lane (the KEY) for no longer than three seconds. The penalty for this infraction is loss of possession.
- 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.

## **7) Points of Emphasis**

- It is a violation for players to "double dribble".
- Blatant shooting fouls (will be called)
- Concerning optional adaptations: A player may take two steps beyond what is allowable. However, if the player scores, "travels," or escapes the defence as a result of these extra steps, an advantage has been gained. A violation is called at the official's discretion, and this will vary based on the ability level of respective divisions.