



## **FULL COURT BASKETBALL REMINDERS**

**Special  
Olympics  
Virginia**



The team competition will be conducted in accordance with NFSHSA (National Federation of State High School Associations) and VHSL (Virginia High School League) rules and the Official Special Olympics Basketball Rules. Allowable modifications and points of emphasis are highlighted in this document.

### **General Uniform Information**

- Athletes and unified partners may not wear jewelry of any kind during competitions. Hats, belts, street shoes or clothing is also not allowed on the court.
- All athletes must wear uniforms with numbers on the front and back of their shirt. Single and double digit numbers using 0 – 5 are allowed. Numbers using 6, 7, 8 and 9 are not allowed.
- Athletes must wear the same color shorts and shirts.

### **Timing procedures**

- Four 6-minute periods with regulation clock stoppage. One minute between periods. Five minute half-time.
- Three full-length time-outs (60 seconds) per team per game. Two 30-second time-outs per team per game.
- There will be a 10-minute warm-up period between games. The warm-up time may be adjusted to keep the tournament on schedule at the discretion of the Tournament Director.
- The clock should stop on any official stops of play (i.e. fouls, out of bounds, whistles)

### **Team composition**

- Each team must start the game with five players. A team may drop below five players to a minimum of 2, after the start of the game due to player injury or illness. For unified teams, the roster will contain a proportionate number of athletes and partners.
- Unified teams, each team must start the game with three athletes and two partners on the court. After the game begins, a team may continue playing with 3 athletes and 2 partners, (if short 2 athletes and 2 partners, 2 athletes and 1 partner or 1 athlete and 1 partner.)

Unified competitive teams and unified player development teams will be placed in separate divisions. Unified competitive teams will receive place ribbons or medals. Unified player development teams will receive the same Unified Sports® ribbons or medals.

### **Officiating procedures**

- It is a violation for players to "double dribble."
- During free throws, movement of players along the lane is restricted until the ball leaves the shooter's hands. *This is a recent NHSL rule change!*
- The coaching box rule will be in effect. The penalty for leaving the coaching box, except under limits prescribed in the Federation rules, is a technical foul. Coaches are to remain off the court and coach their teams. Specific problems with officiating should be reported to the tournament manager. DO NOT try to stop the game or argue with or instruct the officials. The penalty by rule for this type of behavior is a technical foul.

### **FOULS:**

- When a team reaches the seventh foul, the opposing team should be given a bonus situation unless it is a player control foul (1 SHOT PLUS THE BONUS).
- When a team reaches 10 team fouls, the opposing team should be given a double bonus situation (2 SHOTS) on every subsequent fouls.
- Each player is limited to 5 fouls.
- The official scorer should record fouls in the score book for that court.

### **Rules for breaking a tie on the next page--**

#### **Rules for breaking a tie**

- 
- If the score is tied at the end of regulation time, a 5-minute overtime period will be played. Overtime periods will continue until one team wins.
- In two and three team brackets in which each team wins one game and loses one game, a tie-breaker procedure will be used to determine the results. The first tie-breaker criteria is the team that keeps its opponent to the fewest number of points in the game they won is declared the winner. For example, if Team A wins 24 – 10, Team B wins 14 – 12 and Team C wins 18 – 15, Team A is declared the winner and Team B gets second place. This rewards defensive effort, not running up the score on an opponent. If the teams are still tied after the tie-breaker procedure above, the team that scores the most points is declared the winner. So if Team A wins 24 – 10 and Team B wins 14 – 10, Team A is declared the winner.