



## General Uniform Information

- Athletes may not wear jewelry or hats of any kind during competitions.
- All athletes must wear uniforms with numbers on the front and back of their shirts. Single and double digit numbers using 0 – 5 are allowed. Numbers using 6, 7, 8 and 9 are not allowed.
- All athletes must wear the same color shorts and shirts.

## Rule Reminders

- The ball is always put into play from the semi-circle at the top of the key.
- The ball must be passed to another player to start play.
- There are no foul shots. A foul results in the offended team restarting play.
- 3-point shots are allowed when a 3-point arc is painted on the game floor.
- The ball must be taken back behind the foul line extended after any change in possession.
- The referee will handle the ball at the start of all in-bound plays.
- SOVA will not offer unified half court basketball.

## New Rules

- Each team must start the game with three players. A team may drop to two players due to injury or illness.
- An "X" taped on the floor inside the top of the semi-circle will indicate the throw-in spot. (Painter's tape)
- A violation 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. Possession returns to the other team as a dead ball and will need to be inbounded from the "X".

## Timing Procedures

- A game is played for 20 minutes or until a team reaches 20 points.
- A running clock is used for the first 19 minutes. The clock stops for dead balls the last minute of the game.
- Each team is allowed two one-minute timeouts per game.
- Overtime, if needed, is three minutes long with a running clock. The game ends if a team scores 20 points.

## Rules for Breaking a Tie

- 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.

## Officiating Procedures

- It is a violation for players to "double dribble."
- Coaches must remain off the court and coach their teams from the sideline. Specific problems with officiating should be reported to the Tournament Director. 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.

## Coaching Resources:

There are videos and additional coaching resources posted on Special Olympics Virginia's website:  
<http://specialolympicsva.org/sports/our-sports/basketball>