



***Special Olympics***  
***Delaware***

**Team Basketball**  
**Information & Registration Packet**

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***-School Programs-***



**SCHOOL PROGRAMS  
2012 TEAM BASKETBALL  
DATES & DEADLINES**

**MONDAY, JANUARY 9, 2012  
Letter of Intent Due**

**SUNDAY, JANUARY 15, 2012  
Special Olympics Delaware Basketball Tip-Off**

**TUESDAY, FEBRUARY 7, 2012  
Uniform Orders Due**

**MONDAY, FEBRUARY 20, 2012  
School Event Registrations Due**

**FRIDAY, MARCH 2, 2012  
School Team Basketball Tournament**

**Community Team Basketball Preliminary Round Games**

**SATURDAY, MARCH 3, 2012  
Community Team Basketball Tournament**



***Special Olympics***  
***Delaware***

**2012 SCHOOL BASKETBALL TOURNAMENT**

**DATE:** Friday, March 2, 2012

**SITE:** University of Delaware  
Field House  
Bob Carpenter Center

**TENTATIVE SCHEDULE:**

7:30am	Registration Opens
8:15am	Team Competition Begins
9:30am	Opening Ceremonies
10:00am	Team Competition Continues
	Olympic Village Opens
3:00pm	Team Competition Ends

**EVENTS OFFERED:**

Team 5 v 5 Competition  
Unified Team 5 v 5 Competition  
Training Division Level 1: Basketball Team Skills Competition  
Training Division Level 2: Half Court 5 v 5 Team Competition

**School Programs**  
**Basketball Information & Registration Packet**  
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# SPECIAL OLYMPICS DELAWARE

## **-Basketball General Rules-**



Teams should be comprised of Athletes and/or Unified Partners that fit the following criteria:

1. **Similar Age.** Age groups are determined by the sport and should be the first determinant when forming a team.
2. **Similar Ability.** Athletes and/or Unified Partners should be of similar ability on each of the teams that are formed.

Based on the above criteria teams must be placed in one of the following divisions and must adhere to the basic premise of the division. Divisions allow for meaningful competition opportunities for all ability levels.

### **UNIFIED DIVISIONS**

Team Composition **MUST** have the following ratio:

3 Special Olympics Athletes

2 Unified Partners

No Rules in place restricting play

Athletes must be capable physically and emotionally to handle this level of play

Partners & Athletes should be of similar ability

*Note: Elementary divisions ONLY may have 4 athletes and 1 peer partner*

### **TRADITIONAL DIVISIONS**

Teams comprised of Special Olympics Athletes only

Athletes must be capable of playing the sport

Able to compete meaningfully on a team

Similar ability players

### **TRAINING DIVISIONS**

Bridging the gap between skills and team sports

Can be Unified or Traditional

Lower ability athletes but beyond skills

Unified Partners may be used according to rules of each level and should be of similar ability

#### **Training Division Level 2: Half Court Basketball Game**

*(If unified team composition must be 4 athletes & 1 partner)*

#### **Training Division Level 1: Team Skills Competition**

*(If unified team composition must be 4 athletes & 1 partner)*

### **SKILLS COMPETITIONS**

*Individual Competition Only*

Available to those not ready for Traditional Team

Lower ability learning skills for sport

Can be in skills and on Training Division Team

# SPECIAL OLYMPICS DELAWARE

## **-Basketball Sports Rules-**



## TEAM BASKETBALL GENERAL RULES

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### **OFFICIAL SPECIAL OLYMPICS TEAM BASKETBALL RULES**

The Official Special Olympics Sports Rules shall govern all Special Olympics basketball competitions. As an international sports program, Special Olympics has created these rules based upon Federation Internationale de Basketball (FIBA) Rules and the rules of each individual country's National Governing Body (NGB). FIBA rules shall be employed in international competitions and the NGB rules shall be employed in local competitions except when either is in conflict with the Special Olympics Sports Rules. In such cases, the Special Olympics Sports Rules shall apply.

### ***MEANINGFUL INVOLVEMENT***

At this point we will not institute a mandatory substitution rule at any level. However, at minimum, substitutions should be made at the midpoint of each half to ensure equal playing time. Coaches are encouraged to meet with the opposing coach prior to the start of each game to discuss playing time. It is hoped that coaches will work together to put players of similar ability in the game at the same times.

### ***SPORTSMANSHIP***

Coaches are encouraged to approach the officials in a professional and polite manner when there is question regarding unsportsmanlike conduct or any other issue. Many situations are subjective and coaches should ask officials to keep a close eye on any situation that is viewed as unsportsmanlike. *A referee for one game may see this differently than a referee from another game.* Coaches are not to handle these situations on their own by approaching another coach but should refer to the GAME OFFICIAL for any situation.

### ***UNSPORTSMANLIKE CONDUCT***

In a situation where a game official rules that there is unsportsmanlike conduct the following shall take place:

1. On the first infraction, the game will stop at that point and a warning will be given to both the player and the head coach. The game will resume from point of interruption.
2. Second infraction will result in a technical foul on that player and an indirect technical foul on the head coach. Two free throws will be awarded to the opposing team along with possession of the basketball.
3. Third infraction will result in a second technical foul and expulsion of the player from the game and the tournament. A second indirect technical foul will be given to the head coach. Two free throws will be awarded to the opposing team along with possession of the basketball.

***Each player & coach is allowed one DIRECT technical foul and is ejected on the second DIRECT technical foul. Keep in mind 2 INDIRECT technical fouls equals 1 DIRECT technical foul (2 indirects + 1 direct = ejection).***

# SPECIAL OLYMPICS DELAWARE

## **-Basketball Sports Rules-**



### Training Division Level 1: Basketball Team Skills Competition

This team event provides meaningful competition for athletes with lower ability levels.

1. Equipment
  - a. Two Regulation Size Basketballs
    - i. for women's and junior division competitions, a smaller basketball, size 28.5, may be used as an alternative
  - b. Regulation basketball goal
    - i. a shorter goal, 8 foot goal, may be used for junior division competition.
2. Set-up
  - a. Mark five spots around the floor, similar to a 2-1-2 zone defense with players positioned 4 meters (13 feet 1 ½ inches) apart from each other (see diagram).
  - b. Mark position #5 2 meters (6 feet 6 ¾ inches) from a spot under the front of the goal's ring.
3. Rules
  - a. Teams should submit a roster prior to the start of the game.
  - b. Teams should wear numbered uniforms or shirts.
  - c. The Event Director shall determine how many games should be played.
  - d. Two five-member teams are positioned on opposite ends of the playing court. Only one team shall conduct a round at a time.
  - e. The game is made up of two halves consisting of five rounds each. Players will be given one opportunity at each of the five positions during the half.
  - f. Each player on the first five-member team attempts to catch the ball and then throw it accurately to the player stationed at the next position.
  - g. The official shall hand the ball to the player in position #1 to begin each round.
  - h. The player in position #1 throws the ball to the player at position #2. The player at position #2 throws the ball to the player at position #3. This sequential throwing rotation continues until the ball reaches the player at position #5.
  - i. Athletes may pass the ball in any manner, but each player must pass in numerical sequence. A bounce pass is allowed provided that there is only one bounce.
  - j. If the ball is thrown past an athlete, the athlete or official may retrieve the ball. However, the athlete must return to his/her position before throwing the ball to the next player. A correct pass is defined as a ball that is thrown within reach of the receiving player.
  - k. When the ball reaches the player in position #5, he/she then attempts a field goal.
  - l. Athletes stationed in position #5 shall only be given one attempt at scoring.
  - m. After the field goal attempt by the player in position #5, the round ends.

# **SPECIAL OLYMPICS DELAWARE**

## **-Basketball Sports Rules-**

- n. Following the completion of the round by the first team, the second team will conduct their initial round.
  - o. Players shall rotate in numerical sequence to the next position after each round.
  - p. Play alternates between each team following the completion of each round. Once each team has completed five rounds, the first half ends.
  - q. A five-minute halftime intermission follows.
  - r. Teams shall exchange ends of the court following the first half and then complete a set of five rounds at the other goal for the second half.
  - s. Substitutes are allowed into the game only after a round has been completed.
  - t. Coaches shall remain on the sideline which is at least 4 meters (13 feet 11/2 inches) to the side of position #2 and #4. Coaches may give verbal or signed instructions to players. Deaf athletes may receive assistance in positioning.
4. Scoring
- a. Team receives one point for each correct pass.
  - b. Team receives one point for each successful catch.
  - c. Team receives two points for each successful field goal.
  - d. A bonus of one point is awarded for each complete successful round of passing and catching the ball.
  - e. The maximum number of points that can be accumulated by a single team during one half is 55.
  - f. The final team score is determined by adding the scores from each of the 10 rounds.
  - g. The team with the highest score is the winner.
  - h. If the teams are tied at the end of regulation play, additional rounds are conducted. The first team to score more points in a round than its opponent is the winner.

# SPECIAL OLYMPICS DELAWARE

## **-Basketball Sports Rules-**



### Training Division Level 2: Half Court Team Competition

1. The Goal
  - a. Half-court basketball may be used as a means of increasing the number of teams for Special Olympics basketball competition.
  - b. It is also a means of assisting athletes with lower ability levels to progress to full court play.
2. Playing Area and Equipment
  - a. Any half-court section of a basketball court may be used. The court will be bounded by the end-line under the basket, two sidelines and the half-court line.
  - b. Each team must wear a uniform shirt. Team shirts shall be of the same solid color, front and back. Each player shall be numbered on the front and back of the shirt with plain numbers on the back of the jersey.
3. Team and Players
  - a. A team may have up to 12 players on the roster.
  - b. Half-court basketball is a game of five on five. Each team must start the game with five players or forfeit the game.
4. The Game
  - a. The game will be played for 20 minutes or until one team scores 20 points. A made field goal counts two points, unless attempted from the three-point field goal area, when it counts three points.
  - b. There will be a running clock applied until the final minute of regulation play. During this time, the clock will stop for all dead ball situations (e.g., fouls, violations, field goals, and timeouts).
  - c. The game will start with a flip of a coin for possession. There is no jump ball. All jump ball situations will be administered by alternate possession, starting with the team that wins the flip of the coin.
  - d. The winning team is the first team to score 20 points or the team with the highest score after the 20-minute game.
  - e. If overtime is required due to a tie at the end of regulation play, it will begin with a flip of a coin for possession. A one-minute intermission will follow regulation play and each overtime period. The amount of time for an overtime period is three minutes. The clock will stop during the last minute of overtime for all dead ball situations.
5. Competition
  - a. The referee will handle the ball on all out-of-bounds plays.
  - b. 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.
  - c. Teams change possession of the ball after made field goals. However, if a player is fouled in the act of shooting and makes the basket, the field goal is credited, and the offended against team retains possession of the ball.
  - d. The throw-in spot in all cases will be behind the foul line extended at a designated spot within the restraining circle at the top of the key. This procedure is used for all fouls, violations, time-outs, out-of-bounds and

# SPECIAL OLYMPICS DELAWARE

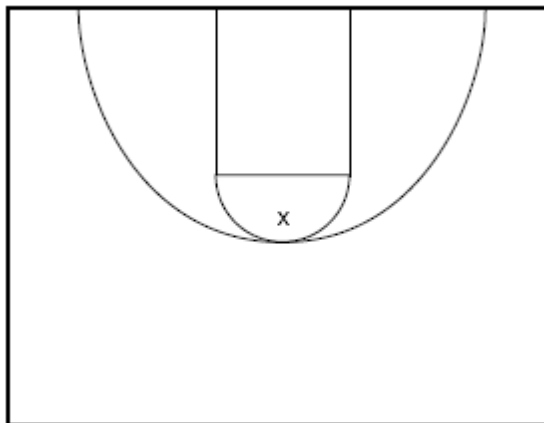
## -Basketball Sports Rules-

made field goals. The in-bounder will be at the designated spot; all other players are within the half-court boundaries. After the ball is put into play, any offensive player can shoot.

- e. 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.
- f. 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.
- g. 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 waved into the game by the referee.
- h. Two 60-second timeouts are 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.
- i. Officials will grant a player or a coach's oral or hand signal request for a timeout.

### 6. Fouls and Penalties

- a. On all fouls (personal, common, technical), the offended against team will get possession of the ball at the designated spot behind the foul line extended and within the restraining circle at the top of the key. If a player is fouled in the act of shooting and makes the basket, the field goal is credited. The offended against team also retains possession of the ball. In all cases, no free throws will be awarded or attempted. (See diagram).
- b. Each individual will be given 4 personal fouls and will be eliminated from the game upon reaching his/her 5<sup>th</sup> personal foul. There are no team foul limits in 5-on-5 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 dismissal.



# **SPECIAL OLYMPICS DELAWARE**

## **-Basketball Sports Rules-**

### **Traditional & Unified Divisions Team Rules**

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#### **Adult Divisions**

1. Games will be played on a regulation full court with 10-foot baskets.
2. Each game will consist of 2 halves of 16 minutes running time.
  - a. Clock will stop during last 2 minutes of each half on all whistles.  
EXCEPTION: If 1 team is leading by 15 or more points during the last 2 minutes the clock will continue to run.
3. Overtime will consist of 4 minutes running time.
  - a. Clock will stop during the last 1 minute of overtime on all whistles
4. Each team will have 4 total time-outs per games.
  - a. Duration of each time-out shall be 1 minute.
  - b. Each team will receive 1 additional timeout for each overtime period.
5. Teams will enter the double bonus (2 free throws) on the 10<sup>th</sup> team foul.
  - a. There will be no 1-and-1 situations
6. There will be no full court defense.
  - a. Once possession is established teams may pick up defense once the ball crosses half court.

#### **School Programs: Middle School & High School Divisions**

#### **Community Programs: Junior & Intermediate Divisions**

1. Games will be played on a regulation full court with 10-foot baskets.
2. Each game will consist of 2 halves of 12 minutes running time.
  - a. Clock will stop during the last 2 minutes of each half on all whistles.  
EXCEPTION: If 1 team is leading by 15 or more points during the last 2 minutes the clock will continue to run.
3. Overtime will consist of 3 minutes running time.
  - a. Clock will stop during the last 1 minute of overtime on all whistles.
4. Each team will have 4 total timeouts per games
  - a. Duration of each timeout shall be 1 minute.
  - b. Each team will receive 1 additional timeout for each overtime period.
5. Teams will enter the double bonus (2 free throws) on the 10<sup>th</sup> team foul.
  - a. There will be no 1-and-1 situations
6. There will be no full-court defense.
  - a. Once possession is established teams must pick up defense at the hash mark of the front court.

#### **School Programs: Elementary Divisions**

#### **Community Programs: Youth Divisions**

1. Games will be played on a modified court with 8-foot baskets.
2. Each game will consist of 2 halves of 12 minutes running time
  - a. Clock will stop last 2 minutes of each half on all whistles.  
EXCEPTION: If 1 team is leading by 15 or more points during the last 2 minutes the clock will continue to run.
3. Overtime will consist of 3 minutes running time

# **SPECIAL OLYMPICS DELAWARE**

## **-Basketball Sports Rules-**

- a. Clock will stop last 1 minute of overtime on all whistles
4. Each team will have 4 total timeouts per games
  - a. Duration of each timeout shall be 1 minute
  - b. Each team will receive 1 additional timeout for each overtime period
5. Teams will enter the double bonus (2 free throws) on the 10<sup>th</sup> team foul
  - a. There will be no 1-and-1 situations
6. There will be no full court defense.
  - a. Once possession is established teams must pick up defense at the hash mark of the front court.
7. Unified Divisions: There will not be any rules prohibiting Unified Partners from playing any aspect of the game at this level. Coaches are encouraged to promote meaningful involvement.
  - a. If registered for a Unified Division there shall be 1 Unified Partner and 4 athletes playing at all times.

### **Preliminary Round Information**

All teams participating in the Community Basketball Tournament will participate in Preliminary Round Games and Final Round Games. The Preliminary Round Games are being played to help ensure the most equitable competition for each of the teams.

Preliminary round divisions will be determined based on the following 3 factors:

1. Team Assessment Summaries
2. League Play
3. Prior team knowledge

Teams placed in each preliminary round division will play other teams in their preliminary round division to determine final divisions. In the event a team may be deemed to be in an incorrect group of teams an additional game may be added to play across pools and/or the schedule will be adjusted. A coaches meeting will be held in the SODE office immediately after Opening Ceremonies to determine the final divisions and the schedule for the afternoon.

### **PRELIMINARY ROUND FORMAT (*Community Teams Only*)**

1. Games will be played every 20 minutes.
2. Each game will be 16 minutes running time.
3. Teams will play their top 5 players for the first 8 minutes and then the next 5 players for the final 8 minutes. A horn will sound at the 8 minute mark to signify substitutions.
  - a. If a team has more than 10 players, the substitutes must split the time in the final 8 minutes so all players get in the game.
  - b. If a team has less than 10 players teams must play substitutes the entire second half and rotate starters into leftover spots.
4. There will be no timeouts.
5. No foul shots will be taken.
6. To be eligible for Final Round competition all players must play in the Preliminary Round games.
7. All other Basketball Rules will be in effect.

## 2012 Special Olympics Team Basketball SCHOOL PROGRAMS' LETTER OF INTENT

Program: \_\_\_\_\_

Day Phone: \_\_\_\_\_

Program Director: \_\_\_\_\_

Email: \_\_\_\_\_

### TEAM BASKETBALL COMPETITIONS

#### Friday, March 2- School Team Basketball Tournament

Indicate the number of Teams participating in each age group under the correct basket height

	Level 1		Level 2		Traditional		Unified	
	8 ft.	10 ft.	8 ft.	10 ft.	8 ft.	10 ft.	8 ft.	10 ft.
Elementary School Division								
Middle School Division								
High School Division								

#### Friday, March 2(Night) & Saturday, March 3- Community Team Basketball Tournament

Indicate the number of Teams participating in each age group under the correct basket height

	Level 1		Level 2		Traditional		Unified	
	8 ft.	10 ft.	8 ft.	10 ft.	8 ft.	10 ft.	8 ft.	10 ft.
Youth Division (8-12)								
Junior Division (13-15)								
Intermediate Division (16-21)								
Adult Division (22+)								

#### Practice Information

Days & Dates Practicing: \_\_\_\_\_

Times Practicing: \_\_\_\_\_

Location of Practices: \_\_\_\_\_

**This form is due on Monday, January 9, 2012**

Fax: 302-831-3483

**Instructions to Complete Basketball Team Assessment**  
**School Programs ONLY**  
*5 v 5 Traditional and Unified Team Play*

**Step 1: Basketball Individual Assessment Form**

Complete 1 form for each player on your team

- \* Complete the top section listing all requested information
  - \* Each section covers an aspect of basketball team play
  - \* Choose the point value that best describes the athlete/partner's skill level
  - \* Place that value in the "Score" box for that section
  - \* Total all scores for that individual and place in the Total Score Box
- 

**Step 2: Enter Individual Total Scores into School Basketball Team Roster Form FINAL**

Complete 1 form for each team

- \* Enter score for each player next to his/her name
  - \* Select Classification information
- 

**Step 3: Submit Roster Form FINAL to Special Olympics Delaware by February 20, 2012. Do not submit individual assessment forms.**

**Keep a copy of all forms**

# Special Olympics Delaware

## 5 v 5 Team Basketball Individual Assessment Form

Player Name: \_\_\_\_\_  
Jersey Number: \_\_\_\_\_  
Team Name: \_\_\_\_\_  
Program: \_\_\_\_\_

Athlete  Partner  
Coach's Name: \_\_\_\_\_  
Evaluator's Name: \_\_\_\_\_  
Date of Evaluation: \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_

### Individual Assessment for Team Play

#### A. Ball Handling

(one choice- should be the most representative of the athlete's skill level)

- Has difficulty dribbling and catching (2)
- Possesses some ball handling skills but they are very limited (3)
- Can handle ball with dominant hand only (4)
- Can handle ball with both hands (5)
- Has ability to go either direction on the dribble (6)
- Has ability to beat defender regularly with dominant hand (7)
- Has ability to beat defender regularly with either hand (8)

Score:

#### B. Passing

(one choice- should be the most representative of the athlete's skill level)

- Has difficulty completing a pass/short pass to a teammate (2)
- Can sometimes make a pass to an open teammate with token pressure (3)
- Can only complete a pass to teammate after looking directly at him/her (4)
- Has ability to choose best type of pass (bounce, chest, skip, other) (5)
- Has ability to complete a no look or quick pass to an open teammate (6)
- Controls game with ability to complete an advanced pass (no look/snap pass) to open player when they are in good position (8)

Score:

#### C. Movement

(one choice- should be the most representative of the athlete's skill level)

- Maintains a stationary position; does not move to a loose ball (2)
- Moves only 1-2 steps toward ball or opponent (3)
- Moves toward ball; but reaction time is slow and only in a limited area of the floor (4)
- Movement permits adequate court coverage (5)
- Good court coverage; reasonably aggressive (6)
- Exceptional court coverage; aggressive anticipation (8)

Score:

# Special Olympics Delaware

## 5 v 5 Team Basketball Individual Assessment Form

Player Name: \_\_\_\_\_

### D. Game Awareness

(one choice- should be the most representative of the athlete's skill level)

- Sometimes confused on offense and defense; may shoot at wrong basket (2)
- Can play in fixed position as instructed by coach; may go after an occasional loose ball (3)
- Limited understanding of the game and can run some offensive and defensive sets - coach prompted (4)
- Moderate understanding of the game, some off and def sets and can occasionally fast break (6)
- Advanced understanding of the game and mastery of basketball fundamentals (8)

Score:

### E. Shooting

(one choice- should be the most representative of the athlete's skill level)

- Periodically can make an uncontested layup (2)
- Can make shots inside of lane (3)
- Can make shots inside of lane and occasionally attempts a mid range (12-15 feet) jump shot (4)
- Can make some mid range (12-15 feet) jump shots (5)
- Can make some mid range jump shots and will attempt shots beyond 15 feet (6)
- Has excellent shooting form and makes shots from all ranges on court (8)

Score:

### F. Rebounding

(one choice- should be the most representative of the athlete's skill level)

- No understanding of rebounding positions or principles, often beaten to a missed shot (2)
- Gets rebounds only when they land directly to him/her (3)
- Goes after loose balls within 3 to 4 steps (4)
- Aggressively goes after rebounds, gets many (6)
- Exceptional ability to get to missed shots on both sides of the basket and either side of the court (8)

Score:

Total of all individual scores

# School Basketball Team Roster Form FINAL

Due to Special Olympics Delaware by **Monday, February 20, 2012**

Fax (302) 831-3483

**School Team Basketball Tournament, Friday, March 2, 2012**

Program/Team: \_\_\_\_\_

Head Coach: \_\_\_\_\_

**Assistant Coaches/Team Volunteers**

Name: \_\_\_\_\_

Coach

Team Vol

Name: \_\_\_\_\_



You must have submitted a Letter of Intent to be eligible

	Name of Athlete (First, Last)	Athlete/Partner	Overall Rating
1		A P	
2		A P	
3		A P	
4		A P	
5		A P	
6		A P	
7		A P	
8		A P	
9		A P	
10		A P	

**MINIMUM ROSTER SIZE is 7**  
**MAXIMUM ROSTER SIZE is 10**

Team Classification			
Class:	<input type="checkbox"/> Traditional	<input type="checkbox"/> Unified Sports	<input type="checkbox"/> Training Div Level 2 <input type="checkbox"/> Training Div Level 1
Age Group:	<input type="checkbox"/> 8-12yrs old    Elementary/Youth Divisions		<input type="checkbox"/> <b>1 High</b>
	<input type="checkbox"/> 13-15yrs old    Middle School/Junior Divisions		<input type="checkbox"/> <b>2 Average</b>
	<input type="checkbox"/> 16-21yrs old    High School/Intermediate Divisions		<input type="checkbox"/> <b>3 Low</b>
	<input type="checkbox"/> 22 and older    Adult Divisions		

*Copy form as needed. Submit 1 copy per team.*

## Additional Coach/Team Volunteer Request Form

Must be submitted with Registration on the **Monday, February 20, 2012**

Fax (302) 831-3483

### Program Information

Program/Team \_\_\_\_\_ Sport: **Team Basketball**  
**Schools**

Head Coach: \_\_\_\_\_

Daytime Phone: \_\_\_\_\_ Cell Phone: \_\_\_\_\_

Email: \_\_\_\_\_

**Additional Requests:** Please list all additional people not on your team roster who are coming as either an additional Coach or a Team Volunteer and their role for your program. Everyone listed must be properly certified as of the date of this application.

Last Name	First Name	Gender M/F	Role within the program/team
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

**List reasons why you are requesting additional Coaches/Team Volunteers for this sport beyond the required 4:1 ratio:**

**Special Olympics Delaware will contact you within 7 days to discuss the status of this request.**