



Special Olympics
Delaware

Team Basketball
Information & Registration Packet

-Community Programs-



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

MONDAY, JANUARY 9, 2012

Letter of Intent Due

Community Team Rosters Dues

SUNDAY, JANUARY 15, 2012

Special Olympics Delaware Basketball Tip-Off

TUESDAY, FEBRUARY 7, 2012

Uniform Orders Due

MONDAY, FEBRUARY 20, 2012

Community 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 COMMUNITY STATE BASKETBALL TOURNAMENT
Tentative Schedule

DATE: Friday, March 2 & Saturday, March 3, 2012

SITE: University of Delaware- Field House

EVENT SCHEDULE:

Friday, March 2, 2012

6:30pm – 9:00pm Preliminary Round Competition
9:30pm Coaches' Meeting

Saturday, March 3, 2012

7:00am Registration Opens
8:00am Final Round Competition Begins
Individual Skills Competition
9:45am Opening Ceremonies
10:30am Final Round Competition Continues
10:30am – 1:30pm Olympic Village
Healthy Athletes
11:00am - 1:00pm Lunch
3:00pm Competition Concludes

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
Individual Skills Competition

Community 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



BASKETBALL INDIVIDUAL SKILLS CONTEST

GENERAL INFORMATION

This event provides meaningful competition for athletes with lower ability levels. It is not for athletes who can already play the game. Three events make up the Individual Skills Contest: Target Pass, 10-Meter Dribble and Spot Shot. The athlete's final score is determined by adding together the scores achieved in each of these three events. Athletes will be divisioned according to their total scores from these three events. The rules for each of these events are described on the following pages.

Athletes in the following Age Groups can only compete using the basket height described in the following graph:

Young Athlete Program:	4 ft., 6 ft., or 8 ft. baskets only
Elementary & Youth Ages:	6 ft., 8 ft., or 10 ft. baskets only
Middle School & Junior Ages:	8 ft. or 10 ft. baskets only
High School & Intermediate Ages:	10 ft. baskets only
Adults:	10 ft. baskets only

Registration Procedures:

Participation: Athletes may only participate in one of the Skills Competitions offered at Special Olympics Delaware. Athletes may register for ONE of the following events at each competition:

1. *Individual Skills Competition*
2. *Modified Individual Skills Competition*
3. *Training Division Level 1: Team Skills Competition*

For Competition: Each team will need to submit a Basketball Skills Competition Registration Form as their registration for the specific competition they will be attending. This form will require preliminary scores for athletes ages 8 and over.

Preliminary Scores should be acquired through competition experience at practice
When providing scores through team's own practice the scores submitted should be taken from trials taken within 1 week of the registration deadline.

Trials should be conducted in a competition like atmosphere

Conduct multiple trials and submit the best score

Do not assist the athlete physically or verbally (you will not be able to prompt at the event)

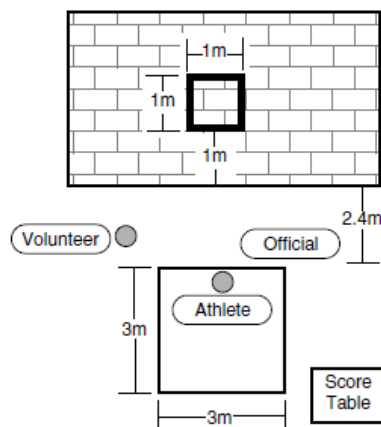
PEER PARTNERS

- Only the athlete will be scored in Peer Partner events in the Skills Competition for Basketball. When submitting scores for this event only record the Athlete's score.
- If the Peer Partner scratches on the day of the event the Athlete is permitted to participate alone or with another Peer Partner that is already registered for the event. The athlete will still remain in the Peer Partner event for which he/she is registered.
- If the Athlete scratches on the day of the event the Peer Partner may compete with another Peer Partner team that is already registered for your program. The Peer Partner may not participate on his/her own or be scored.



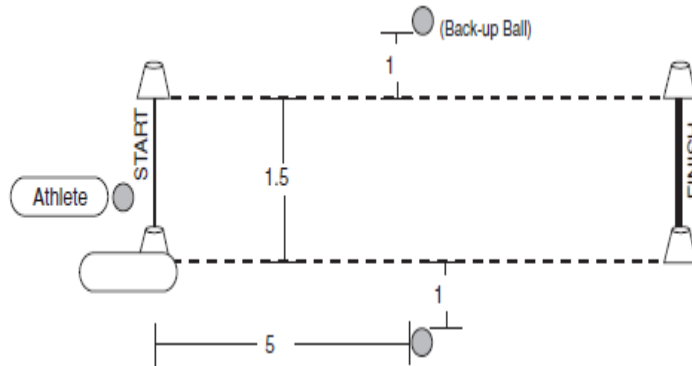
BASKETBALL INDIVIDUAL SKILLS CONTEST

Individual Skills Event #1: Target Pass



1. Purpose: to measure an athlete's skill in passing a basketball.
2. 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. flat wall
 - c. chalk or floor tape or cones
 - d. measuring tape
3. Description
 - a. A 1 meter (3 feet 3 1/2 inches) square is marked on a wall using chalk or tape. The bottom line of the square shall be 1 meter (3 feet 3 1/2 inches) from the floor. A 3 meter (9 feet 9 inches) square will be marked with tape or by cones on the floor 2.4 meters (7 feet) from the wall.
 - b. The athlete must stand within the square.
 - i. The leading wheel axle of an athlete's wheelchair may not pass over the line.
 - c. The athlete is given five passes.
4. Scoring
 - a. The athlete receives three points for hitting the wall inside the square.
 - b. The athlete receives two points for hitting the lines of the square.
 - c. The athlete receives one point for hitting the wall but not in or on any part of the square.
 - d. The athlete receives zero points if the ball bounces before hitting the wall.
 - e. The athlete receives one point for catching the ball in the air or after one or more bounces while standing in the box.
 - f. The athlete's score will be the sum of the points from all five passes.

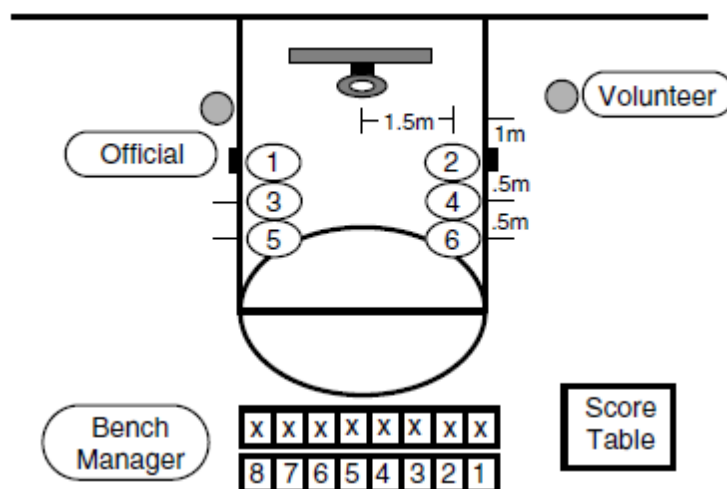
Individual Skills Event #2: Ten-meter Dribble



Seconds	Points
0-2	30
2.1-3	28
3.1-4	26
4.1-5	24
5.1-6	22
6.1-7	20
7.1-8	18
8.1-9	16
9.1-10	14
10.1-11	12
12.1-14	10
14.1-16	08
16.1-18	06
18.1-20	04
20.1-22	02
22.1v r	01

1. Purpose: to measure an athlete's speed and skill in dribbling a basketball.
2. Equipment
 - a. Three Regulation Size Basketballs
 - i. for elementary and middle school/junior competitions, a smaller basketball, size 28.5, may be used as an alternative
 - b. Four traffic cones
 - c. Floor tape
 - d. Measuring tape
 - e. Stopwatch
3. Description
 - a. The athlete begins from behind the start line and between the cones.
 - b. The athlete starts dribbling and moving when the official signals. The official commands should be "Ready", "Set", "Go".
 - c. The athlete dribbles the ball with one hand for the entire 10 meters (32 feet 9 3/4 inches).
 - i. A wheelchair athlete must alternate, taking two pushes followed by two dribbles for legal dribbling.
 - d. The athlete must cross the finish line between the cones and must pick up the basketball to stop the dribble.
 - e. If an athlete loses control of the ball, the clock continues to run. The athlete can recover the ball. However, if the ball goes outside the 1.5 meter lane, the athlete can either pick up the nearest back-up basketball or recover the errant ball to continue the event.
4. Scoring
 - a. The athlete will be timed from the signal "Go" to when he/she crosses the finish line between the cones and picks up the basketball to stop the dribble.
 - b. A one-second penalty will be added every time the athlete illegally dribbles (e.g., two-hand dribbles, carries the ball, etc.).
 - c. The athlete will receive two trials. Each trial is scored by adding penalty points to the time elapsed and converting the total to points based on the Conversion Chart.
 - d. The athlete's score for the event is his/her best of the two trials converted into points. (In case of a tie, the actual time will be used to differentiate place).

Individual Skills Event #3: Spot Shot



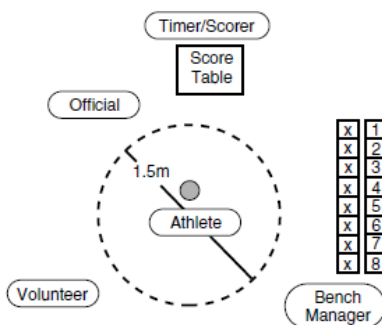
1. Purpose: to measure an athlete's skill in shooting a basketball.
2. Equipment
 - a. Two Regulation Size Basketballs
 - i. for elementary and middle school/junior division competitions, a smaller basketball, size 28.5, may be used as an alternative
3. Description
 - a. Six spots are marked on the floor. Start each measurement from a spot on the floor under the front of the rim. The spots are marked as follows:
 - i. #1 & #2 = 1.5 meter (4 feet 11 inches) to the left and right plus 1 meter (3 feet 3 1/2 inches) out.
 - ii. #3 & #4 = 1.5 meter (4 feet 11 inches) to the left and right plus 1.5 meters (4 feet 11 inches) out.
 - iii. #5 & #6 = 1.5 meter (4 feet 11 inches) to the left and right plus 2 meters (6 feet 6 3/4 inches) out.
4. The athlete attempts two field goals from each of six spots. The attempts are taken at spots #2, #4 and #6, and then at spots #1, #3 and #5.
5. Scoring
 - a. For every field goal made at spots #1 and #2, two points are awarded.
 - b. For every field goal made at spots #3 and #4, three points are awarded.
 - c. For every field goal made at spots #5 and #6, four points are awarded.
 - d. For any field goal attempt that does not pass through the basket but does hit either the backboard and/or the ring, one point is awarded.
 - e. The athlete's score will be the sum of the points from all 12 shots.



BASKETBALL MODIFIED INDIVIDUAL SKILLS CONTEST

Modified Individual Skills Event #1: Speed Dribble

This event replaces the 10-meter dribble in the Modified Skills Event. Athletes who register for Modified Skills will compete in Speed Dribble, Target Pass and Spot Shot events.



1. Equipment
 - a. Measuring tape
 - b. Floor tape or chalk
 - c. One Regulation Size Basketball
 - i. for women's and junior division competitions, a smaller basketball, size 28.5, may be used as an alternative
 - d. Stopwatch
 - e. Counter
 - f. Whistle
2. Set-up
 - a. Mark a circle with a 1.5 meter (4 feet 11 inches) diameter.
3. Rules
 - a. Athlete may use only one hand to dribble.
 - b. Athlete must either be standing or be sitting in a wheelchair or another type of chair with similar dimensions while competing.
 - c. Athlete starts and stops dribbling at the sound of the whistle.
 - d. There is a 60-second time limit imposed. The objective is to dribble the ball as many times as possible during this period.
 - e. Athlete must stay in the designated circle while dribbling.
 - f. If the basketball rolls out of the circle, it may be handed back to the athlete, who continues to dribble.
 - g. Counting stops and the event ends when the basketball rolls out of the circle for the third time.
4. Scoring
 - a. Athlete receives one point per legal dribble within the 60 seconds.

Modified Individual Skills Event #2: Target Pass: See rules and information contained in the Individual Skills section.

Modified Individual Skills Event #3: Spot Shot: See rules and information contained in the Individual Skills section.

SPECIAL OLYMPICS DELAWARE

-Basketball Sports Rules-



TEAM BASKETBALL GENERAL RULES

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

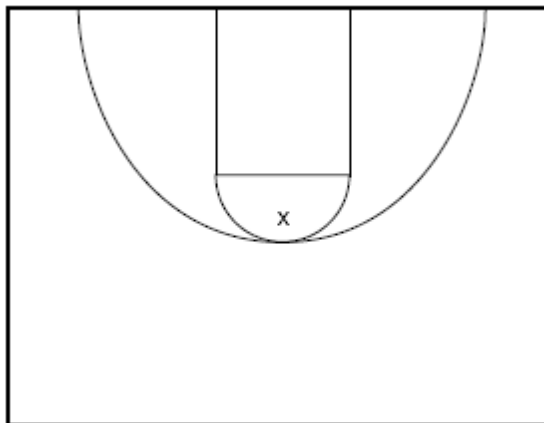
-Basketball Sports Rules-

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 5th 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

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 10th 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 10th 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 10th 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 COMMUNITY 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: _____

If your team requests housing for Friday, March 2, 2012 please check here. Housing will be provided for registered athletes, unified partners, coaches and team volunteers for programs from Kent & Sussex County. Housing will be arranged by Special Olympics Delaware. Teams must adhere to the 4:1 ratio and Special Olympics will not provide housing for family members.

This form is due on Monday, January 9, 2012

Fax: 302-831-3483

Community Basketball Team Roster Form

Due to Special Olympics Delaware by **Monday, January 9, 2012.**

Fax (302) 831-3483

Program/Team: _____
 Head Coach: _____
 Daytime Phone Number: _____ Cell Phone: _____
 Email: _____

Assistant Coaches/Team Volunteers

Name: _____

Coach

Team Volunteer

Name: _____

If additional Team Volunteers are needed you must submit the **Additional Coach/Team Volunteer Request Form** with your registration.

	Name of Athlete (First, Last)	Athlete/Partner
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

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	Level:	<input type="checkbox"/> 1 High
	<input type="checkbox"/> 13-15yrs old Middle School/Junior Divisions		<input type="checkbox"/> 2 Average
	<input type="checkbox"/> 16-21yrs old High School/Intermediate Divisions		<input type="checkbox"/> 3 Low
	<input type="checkbox"/> 22 and older Adult Divisions		

Practice Information	
Days & Dates Practicing:	_____
Times Practicing:	_____
Location of Practices:	_____

Copy form as needed. Submit 1 copy per team.

Community Basketball Competition Individual Skills Roster Form

Due to Special Olympics Delaware by **Monday, January 9, 2012.**

Fax (302) 831-3483

Program/Team: _____
 Head Coach: _____
 Daytime Phone Number: _____ Cell Phone: _____
 Email: _____

Name of Athlete (First, Last)	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	

Name of Athlete (First, Last)	
13	
14	
15	
16	
17	
18	
19	
20	
21	
22	
23	
24	

Assistant Coaches/Team Volunteers

	Coach	Team Volunteer
Name: _____	<input type="checkbox"/>	<input type="checkbox"/>
Name: _____	<input type="checkbox"/>	<input type="checkbox"/>
Name: _____	<input type="checkbox"/>	<input type="checkbox"/>
Name: _____	<input type="checkbox"/>	<input type="checkbox"/>
Name: _____	<input type="checkbox"/>	<input type="checkbox"/>

Teams must stay within the required 4:1 ratio for athletes to coaches/team volunteers. To be listed as a coach a person must have met the criteria to be a coach otherwise that person should be listed as a Team Volunteer. If additional Team Volunteers are needed you must submit the **Additional Coach/Team Volunteer Request Form** with your registration.

Practice Information	
Days & Dates Practicing:	_____
Times Practicing:	_____
Location of Practices:	_____

Additional Coach/Team Volunteer Request Form

Must be submitted with Registration on the **Monday January 9, 2012**

Fax (302) 831-3483

Program Information

Program/Team _____ Sport: **Team Basketball**

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.