

# SONM

## BASKETBALL RULE MODIFICATIONS

**SONM Basketball Rule Modifications is designed to give coaches and athletes a tool for uniform training. It should be used in conjunction with the National Federation of State High School Associations and the Official Special Olympics Summer Sports Rule Book.**



***Special Olympics***  
***New Mexico***

**NOTE TO THE COACH...**

## **NATIONAL GOVERNING BODY**

The National Governing Body (NGB) for the Special Olympics New Mexico (SONM) basketball competition is the National Federation of State High School Associations (NFSHSA). Any rule not addressed in this document will be governed by the NFSHSA unless the Official Special Olympics Summer Rule Books lists a modification. Basketball Skill Assessment Tests (BSAT), Individual Skills Competition (ISC), 3 on 3 competition and tradition rules modifications can be located in the Special Olympics Summer Sports Rule Book. Every Coach should be familiar with the information contained in Section I of the Special Olympics Rule Book, paying specific attention to the Mission, Philosophy and the Statement of Participation.

## **BASKETBALL SKILL ASSESSMENT TEST SCORES**

The BSAT is a series of drills that produced a numerical score for an individual athlete. The combination of these scores results in a team score which is used to bracket divisioning competition. The BSAT is just one of the four areas that are reviewed to ensure equal competition. The four items reviewed are, BSAT score, Area/Sectional Competition, the classification that the coach establishes (A, B or C Level) and the divisioning rounds that are conducted the evening before competition. BSAT scores are part of the registration process and must accompany your registration packet.

## **INDIVIDUAL SKILLS COMPETITION**

ISC provides meaningful competition for athletes with lower ability levels. If you have an athlete that is appropriate for this competition, follow the competition specification listed in the Special Olympics Rule Book and register the athlete's score on the athlete registration form.

## **3 ON 3 COMPETITION**

This competition has been included to give communities, schools, and agencies that do not have enough athletes to form a team the opportunity to compete in basketball. This is not a substitution for ISC and the same assessments for team competition should be used for 3 on 3 competition.

## **AGE GROUPS**

Many basketball teams throughout the state have a wide range of age groups competing on the same team. Most delegations do not have sufficient numbers to form a team within age groups. However, SONM has established a junior and a senior age division that coaches should use as a guideline. We realize that it is not feasible to form teams within these guidelines for many delegations but it will help us with divisioning as SONM and the sport of basketball grows. Each coach is strongly encouraged to contact the Chapter Office (1-800-371-5525) to discuss the dynamics of each team before competition.

# BASKETBALL CLASSIFICATION

## ABILITY DIVISIONS:

The following characteristics are listed to assist coaches with establishing their team's ability level. These characteristics are not part of the divisioning process and influence divisioning in no way.

### A Level

1. Team will score an average of 40 points or more per game.
2. Players able to dribble while running at moderate or fast speeds.
3. Players able to dribble with one hand, and able to change hands with control.
4. Players able to catch and control a pass while running at moderate or fast speeds.
5. Players able to pass the ball with high velocity and accuracy.
6. Players demonstrate high amounts of movement and agility on the court to position themselves to receive a pass, setup for a rebound and for designed plays, screens, picks, etc...

### B Level

1. Team will score an average of 20-30 points per game.
2. Players able to dribble while running at a slow or moderate speed.
3. Players dribble infrequently with two hands and infrequently takes steps in between dribbling.
4. Players able to catch and control a pass that is thrown on foot beyond the area length while running at a slow or moderate speed.
5. Players able to pass the ball with moderate velocity.
6. Players demonstrate moderate movement on the court to position themselves to receive a pass, setup for a rebound, etc., but not for designed plays, screens, picks, etc...
7. Majority of shots attempted and made are within 12 feet of the goal.
8. A majority of the team responds to the rebounding efforts, which involves jumping, with the average player's jumping ability approximately 3 – 6 inches.

### **C Level**

1. Team will score an average of 10-20 points or less per game.
2. Players able to dribble while standing still or walking slowly, but not while running slowly.
3. Players dribble frequently with two hands and frequently catches the ball and takes steps in between dribbling.
4. Players able to catch and control a pass that is thrown directly to them while they are standing still or walking slowly.
5. Players demonstrate minimal movement on the court to position themselves to receive a pass, setup for a rebound, etc...
6. Majority of shots attempted from within six feet of goal.
7. Majority of rebounding efforts do not involve jumping, nor does the entire team respond to the rebounding effort.

## **BASKETBALL RULES MODIFICATION**

### **A Level**

1. National Federation of State High School Association rules shall apply.
2. Game format included two 20 minute halves running clock until the final two minutes of each half..

### **B Level**

1. Fouls will be called only when a player's actions have given him/her an unfair advantage (pushing for position, holding, hooking with the arm etc.) or for rough body contact. Foul calls are the judgment of the referees. Fouls and violations will be called according to the ability level and classification of the players. All NFSHSA rules regarding shooting and non-shooting fouls, as well as personal foul limitations, will apply.
2. If one or two players are dominating play, the officials and/or member of the Rules Committee will warn that teams coach to substitute or instruct the player(s) to involve more teamwork. If in the opinion of the official and/or Rules committee member, the player(s) continue to dominate play, they will be removed from play for minimum of two minutes. Domination does not necessarily mean a player is scoring the majority of points. Domination is defined as one or two players controlling the tempo of the game (i.e. ball control without passing, not including teammate in wither offense or defense play, taking all or a vast majority of shots and/or retrieving all or a vast majority of rebounds.
3. The game will be played in four quarters of eight minutes with a running clock. There will be a five minute intermission between halves and a one minute intermission between quarters.
4. The clock shall be stopped only when a coach calls a time out, because of injury, or at the referee's discretion.
5. Only a coach or a player appointed by the coach may call a time out. Each team will have five time outs during the entire game. Each team will have one time out per overtime period.
6. Teams will exchange goals at half time.
7. All traveling and double dribble violations will be called at the discretion of the officials. Violation will result in the opposing team receiving the ball.
8. All backcourt violation will be called. Intentional stalling in backcourt will result in a violation.
9. Three second violations will be called if in the discretion of the referee the player is gaining an unfair advantage at a shot or rebound. A violation will be called, the ball awarded to the opposing team.
10. Defense will be allowed in the backcourt. However, the player domination rule will apply to those who dominate the pace of the game defensively. Violators will be moved to the mid-court line.
11. Fast breaks will be allowed. The domination rule applies in-so-much as if one or two players are scoring all the fast break points they will be asked to spread the scoring around or substituted for two minutes.
12. Out of bounds lines will be in effect and violations will be called.

13. All games will be started by a jump ball. The alternate possession will be in effect thereafter. The team that does not control the tip will get the ball at the next held ball and at the beginning of the second half.
14. The players shall report to the scorers table to report into the game. Substitutes may not enter the game except by direction of officials.
15. The coaches will be allowed to walk the sidelines (bench side only) and instruct their players. If a coach in the opinion of the officials is disrupting the opposing team they will be confined to their bench. A technical will be called for continuous abuse.
16. Coaches and Assistant Coaches are not allowed to be positioned under the basket, nor are they permitted to coach or position themselves on the court baseline.

### **C Level**

1. Fouls will be called only when a player's actions have given him/her an unfair advantage (pushing for position, holding, hooking with the arm etc.) or for rough body contact. Foul calls are the judgment of the referees. Fouls and violations will be called according to the ability level and classification of the six players. All fouls will be placed out-of-bounds, with no free throws. A player fouls out after six fouls.
2. If one or two players are dominating play, officials and/or member of the Rules Committee will warn that team's coach to substitute or instruct the player(s) to involve more teamwork. If in the opinion of the official and/or Rules Committee member, the player(s) continue to dominate play, they will be removed from play for a minimum of two minutes. Domination does not necessarily mean a player is scoring the majority of points. Domination is defined as one or two players controlling the tempo of the game (i.e. ball control without passing, not including teammate in either offense or defense play, taking all or a vast majority of shots and /or retrieving all or vast majority of rebounds).
3. The game will be played in four quarters of six minutes each running the clock, with a five minute intermission between halves and one minute intermission between quarters.
4. The clock shall be stopped only when a coach calls a time out, because of injury, or at the referee's discretion.
5. Only a coach may call a time out. Each team will have five time outs during the entire game. Each team will have one time out for each overtime period.
6. Teams will keep the same goal throughout the game.
7. Minor traveling and double dribble violations will not be called, however, major violations will be called (i.e. running with the ball).
8. Minor backcourt violations will not be called (i.e. stepping on line). Intentional stalling (over 15 seconds) in backcourt will result in violation (ball awarded to opposing team).
9. There will be no three second violation rule unless it is obvious that a coach has positioned a player with the instruction to take advantage of this rule. Continuous violations will result in a technical foul.
10. Out-of-bounds lines are in effect, but minor throw-in line violations will not be called.
11. There will be no defense in the backcourt. When a defensive man gains control of the ball, the former offensive team must drop back and allow the opposing team to bring the ball down the

court. Minor violations will be controlled by the officials instructing players to drop back. Once defensive team gains possession of ball in backcourt, they cannot lose possession through efforts of opposing players. Half court trap defenses are considered a pressing defense and are not permitted in the C level competition.

12. There will be no fast breaks. Violations will result in ball being blown dead by official and taken out-of-bounds by the team in possession when violation was committed.
  
13. There will be no jump balls. A coin flip will determine who will in-bound the ball at the beginning of the game. The second quarter will begin with the opposite team in-bounding the ball. Tie balls will be in-bounded on an alternating basis, beginning with the team that did not in-bound the ball to start the quarter.
  
14. The coach shall assist in reporting any substitutions to the scorer. Substitutes may not enter game except by directions of official.
  
15. The coaches will be allowed to walk the sidelines (bench side only) and instruct their players. If a coach in the opinion of the officials is disrupting the opposing team they will be confined to their bench. A technical will be called for continuous abuse.
  
16. Coaches and Assistant Coaches are not allowed to be positioned under the basket, nor are they permitted to coach or position themselves on the court baseline.