

Softball Throw

The maximum distance allowed for the Softball Throw is **35 meters** . Should your athlete throw beyond 35 meters, that throw will be marked as a scratch and will not be used in scoring. Should they do this on all three attempts in the Pre-Lim round, it will result in a disqualification and they will not go to Finals. Should they do this in Finals, it will result in a disqualification and they will receive a Participant ribbon.

Mini Jav

Female (all age groups): 300g

Male (ages 8-15): 300g

Male (16 and older): 400g

Necessary equipment found at  www.turbojav.com and  www.gophersports.com .

Shot Put

Female (8-11): 2kg

Male (8-11): 3kg

Female (12 & older): 3kg

Male (12 and older): 4kg

A **Wheelchair Shot Put** division will be allowed for athletes using a wheelchair. Both Male and Female competitors will use the 2kg shot. If an athlete chooses, they are allowed to compete in the regular division of Shot Put, but the weight of the shot must match the competitors in this group.

Pentathlon Procedures at Chapter Summer Games

A detailed schedule of events will be given prior to competition. There is no longer an official Pentathlon Coordinator at Chapter Summer Games. Each Coach is responsible for getting their athlete to the appropriate staging time for their events. Please have your schedule and your map and be prepared to have your athlete ready. All scoring will be completed by the Officials running each individual event. Awarding will follow competition on the second day as soon as the scores can be tallied.

Basketball

Events Offered

The following events are sanctioned by Special Olympics Texas and are to be offered at all local, area and chapter competitions. The actual events scheduled and conducted at local, area and chapter competitions will be determined by a minimum number of entries in each event.

- Unified Sports® Team Competition 5-on-5
- Traditional 5-on-5 Team Competition
- Traditional 3-on-3 Team Competition
 - 8 foot and 10 foot goal divisions
- Individual Skills
- Team Skills

General Information

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 National Federation of High School Coaches Association (NFHSA) rules for basketball. National Federation of High School Coaches Association (NFHSA) rules shall be employed except when they are in conflict with the Official Special Olympics Sports Rules. In such cases, the official Special Olympics Sports Rules shall apply.

Individual Skills Competition

The individual skills contest is a developmental opportunity.

Basketball Skills will consist of three events: Target Pass, 10M Dribble and Spot Shot. Speed Dribble may be substituted for 10M Dribble. Entrants who want to substitute Speed Dribble for the 10M Dribble, must register to participate in Basketball Skills and the Speed Dribble (*event code: BBSPDR*).

Team Skills Competition

Each team for Team Skills will have a maximum roster size of 8 athletes.

 [Download the Basketball Team Evaluation Questionnaire](#)

Team Competition

These are modifications of FIBA and NFHSA rules which may be used when conducting Special Olympics basketball team competitions.

- A SOTX Basketball Team Evaluation Questionnaire (TEQ) Form must be completed and submitted with athlete entries prior to every area, regional

and chapter competition.

- Roster maximum is 12, and minimum is five.
- A smaller basketball (28 inches in circumference and between 18 - 20 ounces in weight) may be used for women's and junior's division competition.
- Due to safety risks, the use of assisted devices such as canes, walkers, wheelchairs and service dogs are prohibited in team sports. Athletes who require assisted devices may compete in Individual Skills contests should they meet the performance requirements .
- SOTX recommends, for lower level basketball teams, a minimum number of 7 participants on a roster.

Timing

Chapter basketball competition at Summer Games will not have a running clock. All games will be conducted as per National Governing Body rules in regards to time clock stoppages. Reminders:

2-9-1 . . . When a foul occurs, an official shall signal the timer to stop the clock. The official shall then designate the offender to the scorers and indicate with finger(s) the number of free throws.

2-9-2 . . . When a team is entitled to a throw-in, an official shall clearly signal:

- The act which caused the ball to become dead (foul or violation).
- The throw-in spot unless it followed a successful goal or an awarded goal.
- The team entitled to the throw-in.

2-12-5 . . . Establishes a warning signal at 20 seconds before the expiration of the 30 second interval permitted for replacing a disqualified or injured player.

Rationale: The warning horn will be consistent with other timing situations and will communicate to the coach that the substitution interval is about to end.

8-1-3 . . . Reduces the number of players permitted on marked lane spaces during free throws (not including the free thrower) to four defensive and two offensive players with the lane spaces closest to the free-throw line (and the shooter) remaining vacant.

Rationale: This change will help reduce the amount of rough play during free throws and may provide the defense a rebounding advantage. Fewer players on the lane should make the free throw situation easier to officiate.

- All traditional games within Special Olympics Texas will consist of four periods, each six minutes long.
- In overtime games, the length of the overtime is half of the time of a regular quarter.
For a six minute quarter, the overtime is three minutes.
- Coaches may call timeouts. Refer to NGB rule book for guidelines.

Competition

- A player may be allowed to shuffle his/her feet while holding the ball without changing position on the court.
- A player may be allowed to take one extra step when gaining possession of the ball from a dribble or a pass.

- Two (2) free throws begins on the seventh team foul in each half.
- Players occupying a marked lane space are restricted from moving until the ball touches the ring or backboard or until the free throw ends.

Uniform/Apparel

- Uniform shirts should have numbers on the front (four inch) and back (six inch). These numbers must comply with National Governing Body rules.
- If the shirt is designed to be worn inside the shorts, it shall be tucked in.
- Pockets on shorts must be secured (closed) to prevent injury to another player.
- Undershirts (T-shirts), if worn, should all be of the same solid color (can be different color than uniform), but all undershirts must be same color and shall not have frayed or ragged edges

Full Court Press Restrictions – An Option in Lower Divisions of Basketball

The Chapter Sports Management Team has determined that to increase the quality of competition divisioning and the opportunity for athlete skill development in lower divisions, that a full court press restriction can be imposed. The classification team at area and chapter competitions can now determine whether a full court press will be allowed in certain lower divisions during competition.

- A full court press is defined as: defensive pressure in the backcourt on a change of possession.
- Note: Teams that wish to full court press at any time during the tournament MUST show the full court press during classification.

Consequences for teams using the full court press in a non-press division are:

- First Offense: Team warning issued by official.
- Second Offense and Thereafter: Personal technical foul issued each time to offending player by official.

The Chapter SMT feels that Special Olympics Texas basketball will benefit from this rule implementation at the lower levels where basketball team and individual player skills are still developing.

3 on 3 Basketball

- The roster maximum in 3-on-3 basketball is six players.

Unified Sports® Basketball

Teams follow NFHS and Special Olympics rules.

- Partners, people without intellectual disabilities, must be identified on lineups and lineups must be exchanged between coaches.
- Teams must have three athletes and two partners on the court at all times. If the ratio is not maintained at any time, the team not in compliance must forfeit.
- A non-playing, dual-certified bench coach must be designated at the beginning of the match. The coach may not be listed as a player for that

game or enter the game as a player.

- Dominant play: will be a judgment call determined by the officials on the court. Penalty will be a verbal warning and subsequent calls will result in a technical foul on the offending player.
- In Unified Sports® games, partners must not score more than 75 percent of the total points and the athletes must not score more than 75 percent of the team's total points.
- Unified Sports® games will consist of four periods, each eight minutes long (except when a classification team identifies a lower level division of Unified Sports® that needs to play only six minutes).

Dominant play is defined as: an action or play by a player that does not allow another teammate to play their position. All players shall be allowed meaningful involvement and play.

Additional information on Unified Sports® can be found in the [Unified Sports \(Section K\)](#) section.

Unified Sports® Basketball Scoring Aid

Score	25%	75%	Score	25%	75%
4	1.0	3.0	52	13.0	39.0
5	1.3	3.8	53	13.3	39.8
6	1.5	4.5	54	13.5	40.5
7	1.8	5.3	55	13.8	41.3
8	2.0	6.0	56	14.0	42.0
9	2.3	6.8	57	14.3	42.8
10	2.5	7.5	58	14.5	43.5
11	2.8	8.3	59	14.8	44.3
12	3.0	9.0	60	15.0	45.0
13	3.3	9.8	61	15.3	45.8
14	3.5	10.5	62	15.5	46.5
15	3.8	11.3	63	15.8	47.3
16	4.0	12.0	64	16.0	48.0
17	4.3	12.8	65	16.3	48.8

18	4.5	13.5	66	16.5	49.5
19	4.8	14.3	67	16.8	50.3
20	5.0	15.0	68	17.0	51.0
21	5.3	15.8	69	17.3	51.8
22	5.5	16.5	70	17.5	52.5
23	5.8	17.3	71	17.8	53.3
24	6.0	18.0	72	18.0	54.0
25	6.3	18.8	73	18.3	54.8
26	6.5	19.5	74	18.5	55.5
27	6.8	20.3	75	18.8	56.3
28	7.0	21.0	76	20.0	57.0
29	7.3	21.8	77	21.3	57.8
30	7.5	22.5	78	21.5	58.5
31	7.8	23.3	79	21.8	59.3
32	8.0	24.0	80	22.0	60.0
33	8.3	24.8	81	22.3	60.8
34	8.5	25.5	82	22.5	61.5
35	8.8	26.3	83	22.8	62.3
36	9.0	27.0	84	23.0	63.0
37	9.3	27.8	85	23.3	63.8
38	9.5	28.5	86	23.5	64.5
39	9.8	29.3	87	23.8	65.3
40	10.0	30.0	88	24.0	66.0
41	10.3	24.8	89	24.3	66.8
42	10.5	25.5	90	24.5	67.5
43	10.8	26.3	91	24.8	68.3