ROPSSAA SPECIAL EVENT BASKETBALL

PLAYING REGULATIONS

1. DATE

    (a) Season – The tournament(s) to be held during the last week of November or the first week of December.

    (b) Schedule – will be released following the confirmation of tournament participants

2. LOCATION

    (a) Tournament(s) to be held at a volunteer host school(s).

3. ELIGIBILITY

    (a) Competitors must meet age and year of high school requirements.

    (b) *Each team must bring a completed Hub roster sheet with all names and numbers of each participant included to their respective tournament site.*

4. OPERATING STRUCTURE

    (a) Schools will be assigned to a tournament upon confirmation of intent to participate forms.

    (b) Schools with insufficient numbers for a team maybe combined with another school to form 1 team.

    (c) The schedule for the tournament will be as per Appendix A and/or B. Where numbers do not reflect the draws in the appendices alternate draws will be used.

5. ENTRIES

    (a) Each school may enter one team. Should space be available, schools interested in adding a second team may be accommodated.

    (b) Each team wishing to participate must complete the Special Olympics BSAT test (Appendix C) and submit the results along with their team entries. The score submitted is to be the point combination of the 5 best players on each team.

6. EXPENSES

    (a) The visiting schools will provide their own transportation for games.

    (b) Participating schools to share the cost of officials.

7. RULES AND OFFICIALS

    (a) All games to be officiated by PRBABO assigned officials who will officiate using the current F.I.B.A. rule book with consideration given to the level of play of the participants and the ROPSSAA rules indicated in these playing regulations.

    (c) Host schools will provide both the official timer and scorer.

(d)　Each game will be 2 x 10 minute halves, straight time. Teams will not switch ends at the half.

8.　UNIFORMS

(a)　Where possible each team member shall be numbered on the front and back of the team jersey with plain Arabic numerals.

The following numbers are legal:
1-5, 10-15, 20-25, 30-35, 40-45, 50-55 and either 0 or 00 (not both).

(b)　Athletes may not change their clothing in the competition area.

9.　EQUIPMENT

(a)　The host school will be responsible for supplying a game ball, a time-clock or stopwatch, whistle for timer, practice balls, and ice.

(b)　Balls to be a leather. Size 6 or 28.5 (girls size).

10.　DEPORTMENT

(a)　Competitors and coaches are expected to behave in a sportsmanlike manner as per Article XVI, Section II, Deportment, of the ROPSSAA Constitution.

(b)　Where required coaches may be on the court to give instruction. Coaches may not participate in the game. Participation includes handling the ball both during the game and/or during the stoppage in play. Infractions will result in a turnover.

11.　AWARDS

(a)　All schools entered into the event will receive participation ribbons up to a maximum of 12 per team (schools who enter 2 teams will receive 24 ribbons).

6 Team Tournament Draw

	Court 1	**Court 2**
9:00–9:30	Warm Up	Warm Up
9:45-10:05 Game 1	Team 1 vs Team 2	Team 3 vs Team 4
10:15-10:35 Game 2	Team 5 vs Team 1	Team 2 vs Team 6
10:45-11:05 Game 3	Team 6 vs Team 3	Team 4 vs Team 5
11:05-11:30	BREAK	
11:30-11:50 Game 4	Team 2 vs Team 3	Team 4 vs Team 1
12:00-12:20 Game 5	Team 6 vs Team 1	Team 5 vs Team 2
12:30-12:50 Game 6	Team 3 vs Team 5	Team 4 vs Team 6

8 Team Tournament Draw

Pool A	Pool B
Team 1	Team 1
Team 2	Team 2
Team 3	Team 3
Team 4	Team 4

	Court 1	Court 2
9:00–9:30	Warm up	Warm up
9:45-10:05 **Game 1**	Pool A 1 vs 2	Pool A 3 vs 4
10:15-10:35 **Game 2**	Pool B 1 vs 2	Pool B 3 vs 4
10:45-11:05 **Game 3**	Pool A 1 vs 3	Pool A 2 vs 4
11:05-11:30	BREAK	
11:30-11:50 **Game 4**	Pool B 1 vs 3	Pool B 2 vs 4
12:00-12:20 **Game 5**	Pool A 1 vs 4	Pool A 2 vs 3
12:30-12:50 **Game 6**	Pool B 1 vs 4	Pool B 2 vs 3

Special Olympics Basketball Skills Assessment Tests (BSAT)

1. Dribbling
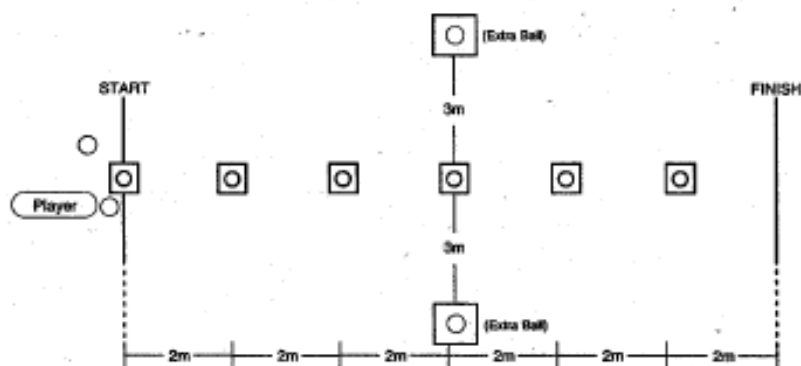
SET-UP

An area of the basketball court (preferably along a sideline or down the centre line), six cones, floor tape and four basketballs one that the athlete is provided with initially, two others that are for back-up in case the basketball bounces away, and one more to continue the test.

TEST

Time: 60 seconds for one trail.

A player is instructed to dribble the ball while passing alternately to the right and to the left of six obstacles placed in a line, 2 metre (6 feet 6 ¾ inches) apart, on a 12 metre course. The player may start to the right or to the left of the first obstacle but must pass each obstacle alternately thereafter. When the last obstacle is passed and the finish line reached, the player puts the ball down, sprints back to the start for the next ball, and repeats the slalom. The player continues until 60 seconds have elapsed. If a player loses control of the ball, the clock continues to run. The player recovers the ball or picks up the nearest back-up ball and may re-enter at any point along the course.

SCORING

One point is awarded each time the midpoint between two obstacles is crossed. (For example, if the player successfully dribbles the ball from the starting line, weaves in and out through the entire course one time, and places the ball down at the finish line, a score of five has been achieved. The player must use legal dribbles and must have control of the ball during a midpoint-to-next-midpoint space in order to get credit for that cone successfully passed). The player's score is how many cones (midpoints) he/she successfully passes in 60 seconds.

STAGING

Volunteers administer the test and are not to interfere with any player who is performing the test. Volunteer A will instruct the group doing this particular test while Volunteer B demonstrates the actual test. Volunteer A will give the basketball to the player who will take the test, ask him/her if ready, will then say, "Ready", "Go" and will count how many cones the player passes in 60 seconds. Volunteer B and C, who are standing behind the extra balls, will retrieve and replace the basketball whenever it goes out of play. Volunteer D will time and record the athlete's score. Each volunteer is to administer the test and manage the area only.

2. Perimeter Shooting
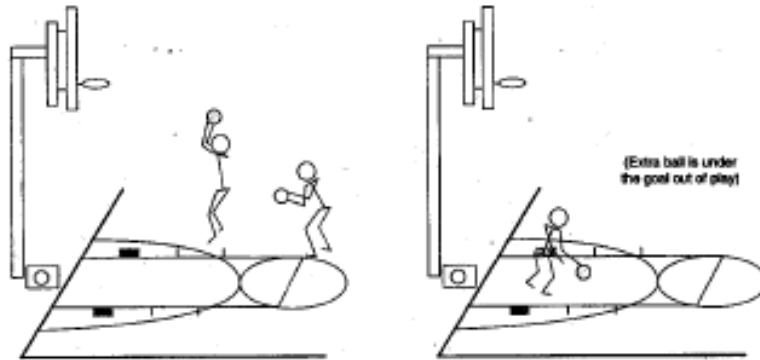
SET-UP
A goal, the official NGB free throw lane, floor tape and two basketballs, one that the athlete is provided initially, another that is for back-up in case the basketball bounces away.

TEST
Time: one trial of two minutes
A player stands at the juncture of the free-throw line and lane, either to the left or right. The player dribbles towards the goal and attempts a field goal of his/her choice outside the 2.75 metre (9feet) arc. This attempt must be taken anywhere outside the 2.75 metre arc marked off by a dotted line. (This arc intersects with the free-throw restraining circle). The player then rebounds the basketball (made or missed shot) and dribbles anywhere outside the arc before attempting another field goal. The player shall make as many field goals as described above in one two-minute trail.

SCORING
Two points are awarded for each field goal made within the two-minute trial.
0.5 points are awarded for each field goal made inside the arc within the two-minute trial

*This is a ROPSSAA Amendment only and is not applicable for Special Olympics Events.

STAGING
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