

**BASKETBALL****5. Half-Court Basketball: 3-on-3 Competition****a. Divisioning**

- 1) The Head Coach must submit the scores from both of the Basketball Skills Assessment Tests (BSAT), e.g., dribbling and perimeter shooting, for each player on his/her roster prior to competition.
- 2) The Head Coach must also identify his/her three best players in terms of their on-court playing ability by placing a star next to their names on the roster.
- 3) The team score shall be determined by adding the top four players' scores and then dividing that total by four.
- 4) Teams are initially grouped in divisions according to their BSAT team score.
- 5) A classification round of games shall then be conducted as a means of finalizing the divisioning process.
 - a. In the classification round, teams will play one or more games with each game lasting no longer than six minutes.
 - b. Each team will be required to play all team members.

b. The Goal

- 1) Half-court basketball may be used as a means of increasing the number of teams for Special Olympics basketball competition.
- 2) It is also a means of assisting athletes with lower ability levels to progress to full court play.
- 3) However, efforts must be made to play regulation team basketball whenever possible.

c. Playing Area and Equipment

- 1) 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.
- 2) 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 Arabic numbers of at least 20 centimeters (6-8 inches) high on the back and 10 centimeters (4 inches) high on the front and not less than 2 centimeters (3/4 inch) in width. All numbers are to be per NGB specifications.

d. Team and Players

- 1) A team may have up to five players, which includes three starters and two substitutes.
- 2) Half-court basketball is a game of three-on-three. Each team must start the game with three players or forfeit the game.

e. The Game

- 1) 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.
- 2) 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).
- 3) The game will start with a flip of a coin for possession. There is no jump ball. All jump balls will be administered by alternate possession, starting with the team that wins the flip of the coin.
- 4) The winning team is the first team to score 20 points or the team with the highest score after the 20-minute game.
- 5) 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.



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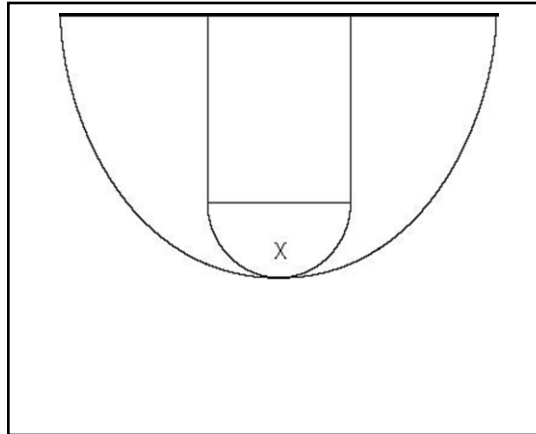
The amount of time for an overtime period is three minutes. The clock will stop during the last minute of overtime for all dead ball situations.

f. Competition

- 1) The referee will handle the ball on all out-of-bounds plays.
- 2) 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.
- 3) 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.
- 4) The throw-in spot in all cases (fouls, violations, out-of-bounds, made field goals, timeouts) 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, timeouts, out-of-bounds and 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 by passing to a teammate, any offensive player can shoot.
- 5) 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.
- 6) 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.
- 7) 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 beckoned into the game by the referee.
- 8) 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.
- 9) A held ball is called when opposing players have one or both hands so firmly on the ball that possession can be gained only by force. The ball is awarded on the basis of alternate possession.
- 10) On those courts where the basket support is on the playing court, a player whose body touches the support is not considered out-of-bounds unless he/she has control of the ball. If the ball touches the support, it is considered out-of-bounds. No player may use the support to gain advantage or put an opposing player at a disadvantage.
- 11) Officials will grant a player or a coach's oral or hand signal request for a timeout.

g. Fouls and Penalties

- 1) A foul is an infraction of the rules involving personal contact with an opponent or unsportsmanlike behavior. It is charged against the offender.
- 2) 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 below).

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- 3) There are no individual or team foul limits in 3-on-3 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.
 - 4) An offensive player, including the shooter, may remain in the free throw lane for only three seconds. The penalty for this infraction is loss of possession.
 - 5) A player making a throw-in shall have five seconds to release the ball. The penalty for taking more than five seconds shall be loss of possession.
- h. Points of emphasis
- 1) It is a violation for player to “double dribble.”
 - 2) Concerning optional adaptations:
A player may take two steps beyond what is allowable. However, if the player scores, “travels,” or escapes the defense as a result of these extra steps, an advantage has been gained. A violation is called immediately.
- b. Unified Sports® Events
- a. Unified Sports Team Competition (including 3-on-3)
 - 1) The roster shall contain a proportionate number of athletes and partners.
 - 2) During competition, the lineup shall never exceed three athletes and two partners at any time (two athletes and one partner for 3-on-3).
 - 3) Each team shall have an adult non-playing coach responsible for the lineup and conduct of the team during competition.