



2020 SPECIAL OLYMPICS ONTARIO SCHOOL CHAMPIONSHIPS

HOSTED BY



Basketball Technical Package

Unified & Traditional Teams

Kingston, Ontario

June 2-4, 2020





School Championships Basketball

Venue

The soccer competition will take place at:

- Queen's University, Athletics & Recreation Complex (ARC) North & South (main campus)
- https://rec.gogaelsgo.com/sports/2013/8/12/Fac-Serv_0812134124.aspx

The following support facilities are available:

- All nets used will be regulation height
- Player benches will be supplied
- All gyms are hardwood floor
- Venues are approximately 3 minute walk from each other
- Lunch area in ARC North
- Washrooms available on site
- Medical & results tables
- Spectator seating area

Venue maps will be distributed closer to the Games.

Seating

Portable benches will be available on site for spectator seating, however based on the arrangement of courts, not all areas will provide a great visual of the Games. We encourage spectators to bring their own portable seating when possible.

Parking

There is sufficient paid parking on site to handle all spectators, media, volunteers, etc.

Distance from Athletes Village

The venue is about a 2-5 minute walk from residence, depending on the building your team is assigned to. Accessible shuttles will be available, however only for athletes and/or coaches requiring transportation assistance. All other athletes and coaches will be required to walk to and from competition.



Basketball Game Rules

Unified & Traditional Teams

1. Competition Format

1a. Schedule

June 2 – Divisioning Games

June 3 – Competition - Round Robin Games

June 3 – Competition - Playoff Games

1b. Game Points and Team Ranking

Round Robin Format within your division (Day 2)

- Scoring: 3 points for a win, 2 points for a tie and 1 point for a loss
- NO overtime in round robin (ties will stand).
- Tie breakers in round robin to be determined in succession:
 - Highest game points
 - Lowest points against average
 - Highest points for average
 - Draw from a hat

*in the event of a three-way tie, once a team has been eliminated from the tie, the tie breaking process for the remaining two teams will start at the beginning.

Playoffs (Day 3)

- Ties will be broken by playing one extra quarter. The team that scores in this quarter will be the winner. In the case that no team scores, an additional quarter will be played

Medals will be awarded for first, second, and third place, and ribbons for all remaining places

1c. Uniforms

All teams must supply their own uniforms. T-shirts or sport uniforms are permitted as long as all uniforms are identical for all players. Numbers on uniforms are not required.

1d. Equipment



***indoor running shoes are required for play.**

All balls by SOO. Teams are not required to bring their own practice balls, however they can if they would like. All game balls will be supplied by SOO with no exceptions.

1e. Game Forfeit

Should a team forfeit a game, the following point allocation will be used:

- Game not started: a score of 12-0 will be recorded
- Game started: opponent's score will be recorded as 12, forfeit team score will be current score when forfeit occurred.

2. Schedule Formats

The following are potential formats based on the number of teams per division. Teams are expected to play all scheduled games despite their relevance on the outcome of the tournament. Failure to play all games will result in the team defaulting a game and will result in the team being removed from the medal standings. Divisions can have a minimum 2 teams, and maximum 6 teams.

2a. 2 team division

- Round robin – teams will face each other 3 times
- Playoffs – teams will face off in a gold medal game. The team with the highest ranking after the round robin will have the option of first possession.

2b. 3 team division

- Single round robin – each team plays each other once
- Playoffs – teams will be ranked 1 through 3 depending on round robin results
 - 2nd vs 3rd in semi final
 - Winner of semi final plays 1st for gold medal
 - Loser of semi final wins bronze

2c. 4 team division

- Single round robin – each team plays each other once
- Playoffs – teams will be ranked 1 through 4 depending on round robin results
 - 1st vs 4th in semi final #1
 - 2nd vs 3rd in semi final #2
 - Losers of semi finals play for bronze medal
 - Winners of semi finals play for gold medal



2d. 5 team division

- Single round robin – each team plays each other once
- Playoffs – teams will be ranked 1 through 5 depending on round robin results
 - 1st place gets a bye to the gold medal game
 - 2nd vs 3rd in semi final #1 – winner to gold game, loser to bronze game
 - 4th vs 5th in semi final #2 – winner to bronze game, loser receives 5th place
 - Loser of semi final #1 vs winner of semi final #2 in bronze game
 - Winner of semi final #1 and 1st from round robin in gold game

2e. 6 team division

- Single round robin – each team plays each other once
- Playoffs – teams will be ranked 1 through 6 depending on round robin results
 - 1st vs 4th in semi final #1
 - 2nd vs 3rd in semi final #2
 - 5th vs 6th for ribbon placement
 - Losers of semi finals play for bronze medal
 - Winners of semi finals play for gold medal

3. Rules of Play

3a. Divisioning

1. All teams will play 2 or 3 divisioning games on Day 1 of Games. Ideally, these games will be against one team of similar ability, one of higher, and one of lower.
2. Coaches will be given divisioning questionnaires on site, and a volunteer divisioning committee will evaluate each game.
3. Each team will be required to play all team members in all games.
4. Scores in divisioning games do not count towards tournament results
5. After Divisioning, the committee will asses all teams and place them in 'like ability' divisions to the best of their ability for competition on Day 2.
6. Final divisions will have no fewer than two teams and no more than 6 teams

3b. Team and Players



1. Traditional teams: min. 3 and max 5 athletes with an ID (3 players and 2 substitutes)
2. Unified teams: min. 3 and max 6 athletes (max 2 mainstream Unified partners). During competition, the 3 person team on the court must be made up of 2 athletes with an ID, and 1 Unified Partner.
3. Half-court basketball is a game of three-on-three (teams shoot on the same net). Each team must start the game with three players or forfeit the game. If a team falls below three players once the game has started due to injury, the team will be permitted to continue with two players on the floor. If a team falls below three players due to player ejection, the team will forfeit that game.

3c. The Game

1. All Games will be played on hardwood floor.
2. The game will be played for 20 minutes (two, 10 minute halves). A made field goal from any area on the court will count for two points.
3. There will be a running clock applied for the full 20 minutes. The clock may stop at the referee's discretion (e.g. if the ball needs to be retrieved from another court.)
4. 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 which loses the flip of the coin.
5. The winning team is the one with the highest score after 20 minutes of play.

3d. 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 team retains possession of the ball.
4. The throw-in spot for all non-shooting fouls (fouls, violations, out-of-bounds, made field goals, timeouts) will be at the top of the key (behind the 3 point line). The player inbounding the ball at the top of the key must make one pass before any scoring attempt can be made. **No free throws will be permitted.**
5. For all shooting fouls, the ball will be inbounded along the base line at a designated spot.



6. 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.
7. A violation/foul 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. This foul will result in loss of possession for the offending team.
8. 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.
9. **One 60-second timeout is 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.
10. 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**. First possession is granted to the team that loses the coin toss at the start of the game.

3e. Fouls & Penalties

1. A foul is an infraction of the rules involving personal contact with an opponent or unsportsmanlike behaviour. It is charged against the offender.
2. 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 ejection.
3. An offensive player, including the shooter, may remain in the free throw lane for no longer than three seconds. The penalty for this infraction is loss of possession.
4. 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.

3f. 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 as per the official's discretion.



Other Competition Information:

Emergency Action Plan:

- Will be available on site for all coaches and included in their coach package to be picked up at registration on Day 1.

Protest Procedures:

- Protests can be formally submitted to the Special Olympics Ontario mission staff present at each sport. Divisioning results cannot be protested.

Coaches Meeting & Schedule Pick Up:

- Divisioning schedules will be sent out prior to Games. Round robin and playoff schedules will be distributed at the coaches meeting at 10pm on the night of Day 1 following the Opening Ceremony. Time and location of coaches meetings will be announced via one-way texting.

Medal Presentations:

- Will be conducted on the playing field immediately following the completion of competition.

First Aid & Security:

- Will be available on site.

Weather Delays & Cancellations

- In the case of extreme weather, every effort will be made to allow all teams to complete all their games. Should extreme weather be predicted in the forecast, an alternate competition venue may be used. Should extreme weather come last minute and result in competition cancellation, the following examples will be followed:
 - Divisioning cancelled – results from skills assessment forms will determine divisions for round robin games
 - Round Robin games cancelled – teams play round robin games in the afternoon instead of playoffs and round robin scores count for medals
 - Playoffs cancelled – round robin games results count for medal standings

Appendix: Venue Map

