

**INDOOR WINTER GAMES
BASKETBALL TEAM PLAY
RULES**

All games will follow the NGB rules for competition (FIBA).
The following are modifications for Special Olympics Competition:

******ALL BASKETBALL GAMES WILL BEGIN WITH A JUMP BALL TO DETERMINE POSSESSION******

TRADITIONAL TEAMS

1. Games will consist of 4 periods with an 8 minute running clock until the last 2 minutes of the game (clock will stop on each whistle).
2. Teams are allowed 4 time-outs per game, cumulative, 2 per half.
3. Free throw shooter has 10 seconds to release the ball from the time the official places the ball in the player's hands.
4. The officials have the right to deny full court press at any time during the game.
5. ALL PLAYERS ON THE ROSTER MUST PLAY IN THE GAME.

UNIFIED TEAMS

1. Games will consist of 4 periods with an 8 minute running clock until the last 2 minutes of the game (clock will stop on each whistle).
2. Teams are allowed 4 time-outs per game, cumulative, 2 per half.
3. Free throw shooter has 10 seconds to release the ball from the time the official places the ball in the player's hands.
4. The roster shall contain a proportionate number of Athletes and Partners.
5. During competition, the line up (on the court) shall never exceed 3 Athletes and 2 Partners at any time.
6. Each team shall have a NON-PLAYING coach responsible for the line-up, requesting timeouts, substitutions, and conduct of the team during competition.
7. No person listed on the roster may serve in a dual role – such as player / coach.
8. In the game the Partners or Athletes may not dominate team play or scoring. Scoring should be equal between Athletes and Partners. If Partners or Athletes are dominating team play and/or scoring, the opposing team could possibly have grounds for presenting a protest to the Rules Committee. (Partners, as a group, shall not score 75% of total points. Athletes, as a group, shall not score 75% of total points.) Failure to adhere to the required ratio results in a forfeit.
9. ALL PLAYERS ON THE ROSTER MUST PLAY IN THE GAME.

*******IF THE SCORE IS TIED AT THE END OF THE LAST PERIOD, THE GAME SHALL CONTINUE WITH AS MANY EXTRA PERIODS OF TWO (2) MINUTES (CLOCK WILL STOP ON EACH WHISTLE) AS IS NECESSARY TO BREAK THE TIE.*******

Revised 2/4/10