

General Policies for All Special Olympics Events

MANDATORY SCREENING

- All individuals (18 and over) responsible for athletes overnight, or traveling with an agency in any capacity, must clear a background screening before attending State Games.
- No person under the age of 18 will be screened. If an individual is not 18 years of age, is considered a coach or assistant coach, he or she will be required to fill out a Volunteer Coach and Profile Form. It must be noted at the top of the form "MINOR". A minor's SS# is not required on the form.
- If the "minor" is a Unified Partner, he or she must have a completed Partners Form on file with Special Olympics Georgia by the eligibility deadline.
- Any "minor" attending games – as a coach, assistant coach, or Unified Partner -- MAY NOT be responsible for athletes overnight. An individual, over the age of 18, that has a clear background screening before attending State Games, must be responsible for the athletes overnight in the hotel / dorm rooms.

PROHIBITION ON CHARGING FEES

- Article 7, Section 7.02 of the Special Olympics, Inc. General Rules states the following concerning the charging of fees for athletes or their families:
- "No Accredited Program may require Special Olympics athletes or their families to pay or promise to pay any type of admission, registration, training, participation, or competition fee, or any other fee or charge of any type as a condition for admission to any Special Olympics event of activity, or as a fee for the athletes' participation in any Special Olympics or competition (collectively, "Prohibited Fees").

Curfew & Supervision of Athletes

- Athletes & Coaches should be in rooms & quiet by curfew (10:00 pm). Assistant Coaches / Coaches / Chaperones are responsible for the conduct of their athletes AT ALL TIMES. Remind your athletes that there are other paying customers in the hotels. Any athlete(s) found unsupervised, or who are engaged in disruptive behavior can be disqualified from the Games. Please ensure the safety of your athletes and help provide an enjoyable weekend by being responsible for their whereabouts.

Accident Insurance

- Athletes, Coaches, and Assistant Coaches that are part of the official delegation are covered by accident insurance while attending the Games. Coverage is secondary to any primary coverage the individual has. If the individual has no coverage, the insurance becomes the primary coverage up to \$5,000. This applies ONLY to accidents (ear aches, stomach aches, etc. are not covered).
- Accident Insurance forms can be obtained from the Nerve Center.

Alcohol, Illegal Drugs

- Violation of these regulations will be cause for immediate expulsion from the Games.
- The possession or use of alcoholic beverages or illegal drugs by athletes, coaches, asst. coaches, and Head of Delegations is not permitted during the Games weekend.

NO Swimming Policy

- Please make sure that your coaches and assistant coaches enforce the policy of NO recreational swimming at Special Olympics Events. This includes pools, spas, hot tubs, beaches, lakes, etc.

STATE GAMES LATE GAMES PAPERWORK POLICY

***REMEMBER: NO faxed paperwork will be accepted!!

- All State Games Paperwork is due in the State Office no later than 4:00pm on the deadline date and must have been entered into GMS using Web Registration. All athletes, unified partners, and coaches must have been entered through Web Registration.
 - All delegations must participate in GMS Web Registration. **Failing to participate will result in a \$250 fee.**
 - Paperwork received in the State Office up to 3 days after the deadline will be accepted as follows:
 - For paperwork that is received after the deadline date or up to 3 days after the deadline date, the agency will be assessed a \$250 late fee.
 - After 3 days, NO GAMES PAPERWORK WILL BE ACCEPTED.
 - The \$250 late assessment fee is due in the State Office by the Problem Sheet deadline date for State Games.
 - Agencies failing to pay the \$250 late assessment fee by the Problem Sheet deadline date will be unable to attend the State Games.
 - PLEASE MAKE EVERY EFFORT TO GET IN ALL PAPERWORK BY THE DEADLINE FOR ALL STATE GAMES.
- *** PLEASE NOTE: THIS POLICY DOES NOT APPLY TO THE ELIGIBILITY DATE FOR MEDICAL FORMS AND PARTNER FORMS. THESE FORMS MUST BE TURNED IN BY THE ELIGIBILITY DEADLINE FOR ALL STATE GAMES.***

SOGA Hotel/Dorm/Venue Emergency Plan

- In the case of an emergency please respond accordingly.
- In the case of a fire/false alarm please make sure your entire delegation calmly vacates the building and that they are all accounted for. Remember to take your keys and your housing list. (The Head of Delegation should make a final sweep of the housing/building counting your athletes/coaches and make sure you have everyone when exiting or re-entering)
- In the case of bad weather (tornado, flooding) please make sure your entire delegation is in a secure and safe environment until the weather has cleared. Make sure that each athlete/coach in your delegation is accounted for after the weather has cleared. Remember to take your keys.
- In the case of a missing member of your delegation (athlete, coach, family member) please contact the Nerve Center/SOGA Staff as soon as possible. Please calmly provide a detailed description of the situation and adhere to the SOGA Crisis Plan regarding the dissemination of information.
- The Nerve Center phone number can be found in your Information Guide (Coaches Handbook) and on your Credentials.

AGENCIES FAILING TO REPORT SCRATCHES AT STATE GAMES

- It is the responsibility of the Head of Delegation for each agency to report any scratches at the time of housing registration.
- Problems in the past with agencies not scratching athletes / partners / coaches at the time of housing registration in order to spread others out in the allotted rooms for housing have been noted by athletes or partners not participating in their events.
- If your agency does not report scratches at the time of housing registration and athletes or partners do not show up for their events, Special Olympics Georgia will re-calculate your housing numbers.
- If it is found that you should have had fewer rooms than given, you will be assessed a per room, per night charge which will need to be paid to SOGA immediately. Further assessment of the situation could result in non-participation for the next State Games.

Substitution Policy

- Substitutions are not to be made for individual sports after the substitution/problem sheet deadline.
- All team sports substitutions must be made by, or at, the time of registration for state games.
- *NO* substitutions are allowed after registration is over for state games

Commercial Messages on Athlete Uniforms and Competition Numbers

In order to avoid commercial exploitation of persons with intellectual disabilities at World, Regional or Multi-Program level Games, no uniforms, and no bibs or other signs bearing competition numbers, which are worn by Special Olympics athletes while competing or during any opening, closing, or award ceremonies of any Games may be emblazoned with commercial names or commercial messages. The only commercial markings which may be displayed on athletes' and coaches uniforms during Games competitions and opening and closing ceremonies are the normal commercial markings of the manufacturer. For purposes of this Section 5.08(a), "normal commercial markings" are limited to the following:

- (1) On larger clothing items, such as shirts, jackets, pants, jerseys, and sweatshirts, one logo or commercial name per clothing item is permissible, if that name or logo display does not exceed an area of six square inches or 38.7 square centimeters (such as a display measuring 2" x 3" or 5.08 cm x 7.62 cm);
- (2) On small clothing items, such as caps, socks, hats, gloves and belts, one logo or commercial name per clothing item is permissible, if that name or display does not exceed an area of three square inches or 19.35 square centimeters; and
- (3) On athletic shoes, no logos or commercial names are permissible except for names or logos which are included by the manufacturer on athletic shoes which are sold to the general public.

Commercial Markings on Other Athlete Apparel or Accessories

Special Olympics athletes who are not engaged in competition or in opening/closing ceremonies may wear, carry or use at Games venues other than the sites of competition (such as at training or practice sessions) clothing and/or non-apparel items which are not part of their sports equipment (such as tote bags), which contain small and attractively designed identifications of corporate or organizational sponsors.

5.08 (C)

Displays of Commercial Messages by Volunteers

Volunteers may wear clothing which bears small and attractively designed names or logos identifying corporate or organizational sponsors while attending Games competitions, so long as those displays do not exceed an area of six square inches or its metric equivalent.

Displays of Commercial Messages by Sports Officials

Sports officials may not wear, carry or use clothing or other apparel items which contain the names or logos of corporate or organizational sponsors (except for the normal commercial markings permitted under subsection (a) above) during the opening or closing ceremonies of any Games, at the sites of any Games competition or demonstration, or while officiating at any Games competition or demonstration. At other times, or at Games venues other than the sites of opening and closing ceremonies, competitions or demonstrations (such as at the sites of training and practice sessions), officials may wear, carry or use clothing or other items which contain sponsors' names or logos if those displays comply with those permitted to be displayed by volunteers under Section 5.08(c).

STATE GAMES FEES REIMBURSEMENT POLICY

This reimbursement policy applies to registration for all State level competitions.

While we wish we could reimburse all money your agency has paid, we incur certain costs for those of you registered for the competition, regardless of whether you attend, including:

- First night hotel expenses for your agency's rooms
- Food preparation / expenses for meals
- Cost of credentials and printed materials for your agency

We will make every effort to assist your agency as much as possible when unexpected situations arise. We know how precious every dollar is to your program. If you have any questions, please contact the SOGA State Office or call your Regional Manager's Office.

IF SPECIAL OLYMPICS GEORGIA CANCELS A COMPETITION:

If SOGA cancels a State competition, by Thursday before the competition, due to dangerous weather conditions or other events beyond our control, athlete and coach assessment fees for that competition will be refunded. If SOGA cancels a State competition after competition begins, no fees will be refunded.

IF AN ENTIRE AGENCY SCRATCHES BEFORE A COMPETITION:

If an entire agency must scratch before a competition, SOGA will refund 40% of the registration fees, if the agency scratches by the problem sheet deadline date for the competition. This refund policy applies only if the ENTIRE agency scratches, not just a team or a few members of your delegation. If an agency must scratch after the problem sheet deadline, no money will be refunded.

STATE GAMES FEES SHEET:

If Games Fees are not paid in full by the problem sheet deadline, the entire agency will be scratched from games. If an agency scratches anyone from their agency after the games paperwork is due, no money will be reimbursed. In the case where fees are not paid by the paperwork deadline, the original fees (fees for the original number of agency members on paperwork) are still to be paid by the problem sheet deadline. In other words, if paperwork is turned in with no fees and an agency has scratches before fees are paid, original payment obligation cannot be decreased due to scratches. **NO PARTIAL PAYMENTS WILL BE ACCEPTED. If any agency uses an old State Games Fee Sheet and not the current year's Fee Sheet, SOGA will NOT reimburse the agency for any overpayment. Please be sure to use the correct Fee Sheet when submitting your paperwork and payment.**

MEMO REGARDING REGISTRATION FEES:

Dear Special Olympics Georgia Agencies:

We are excited for the 2024 State Indoor Winter Games & Southeast Powerlifting on January 26-27, 2024!

Moving forward with State Indoor Winter Games, agencies need to follow the below instructions for registration checks.

All agencies attending will need to write their checks **dated January 1, 2024**. Although paperwork is due November 9th, 2023, checks will not be deposited until the 2024 calendar year, so please be prepared for accounting purposes. If you do not write a check for this date, it will be returned to reissue. For those agencies that cannot write a check post date January 1, 2024, that agency will be able to submit their check between January 1 – January 10, 2024. If the check is not received by January 10, 2024, the agency will be scratched from games.

This will be implemented from now on if any agency plan to attend State Indoor Winter Games. Please reach out with any questions, we appreciate it!

Thank you,

Liz Smith, Director of Sports
Special Olympics Georgia
Liz.smith@specialolympicsga.org



To: Special Olympics Georgia Agencies and Volunteers

Date: 4/7/2023

Thank you for your continued support of the athletes involved in the Special Olympics Georgia program, we appreciate your time and dedication.

Special Olympics Georgia has adopted some changes to our background screening policy for Class A Volunteers (See below list/descriptions of Class A Volunteers).

Our background screening policy is as follows:

All Class A volunteers will need to have a current, clear background screening on file with the Special Olympics Georgia state office. From the date of completion of the screening, each background screening will be valid for 3 years. After 3 years, the current background screening will cease to be valid, and a new background screening will be required before said volunteer can continue in any Class A volunteer position or activity with Special Olympics Georgia.

The only background screenings that will be accepted by Special Olympics Georgia, in order to be considered a Class A volunteer, are those screenings procured from an approved vendor through Special Olympics Georgia. Currently, the only approved vendor is Sterling Volunteers, Inc.

Effective as of May 2, 2022, Special Olympics Georgia will no longer cover the cost of a Class A volunteer's background screening. The entire cost of one background screening through Sterling Volunteers, Inc. is \$5.00 which is to be paid by the Class A volunteer requiring the background screening. This cost will be required at the time the background screening is ordered from Sterling Volunteers, Inc. Ordering of the background screening will be completed by the Class A volunteer on the Sterling Volunteer, Inc. website. Special Olympics Georgia will provide the Class A volunteer with the website link or via an e-mail invite from Sterling Volunteers, Inc. Before said volunteer will be allowed to submit his/her order online, the \$5.00 payment will be required. The web link and Good Deed code (**7n9744i**) provided in the e-mail invite must be utilized for the background screening to be linked with Special Olympics Georgia's account.

Once a background screening has been reviewed by Sterling Volunteers, Inc., a report will be provided automatically to the Class A volunteer and to Special Olympics Georgia via the secure online account through Sterling Volunteers, Inc.

Volunteer positions that are required to be Class A status are as follows:

- Local Coordinators
- Area Management Team members
- Local Management Team members
- Certified coaches
- State Games, Games Organizing Committee Members
- Bus drivers, nurses, chaperones, unified partners and any other volunteer attending a State Competition with a Special Olympics Georgia delegation.

If you have additional questions, please email Ansley Bonner:

Ansley.Bonner@specialolympicsga.org

Special Olympics
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MEMORANDUM

All Unified Partners 18 and older will be screened by Special Olympics Georgia and must complete the Protective Behaviors online.

(<https://learn.specialolympics.org>)

In order for Unified Partners to be screened, they must complete a Volunteer/Unified Partner Profile Form and return it to Special Olympics Georgia. They will need to submit their background screening via the verified volunteer's website by following this link <https://app.verifiedvolunteers.com> and entering the good deed code **7n9744i**.

Any Unified Partner 18 or older, not complying with this policy, will not be able to participate with Special Olympics Georgia in any competition.

POLICY CONCERNING COACHES / CHAPERONES / NURSES / BUS DRIVERS / ETC

- ◆ This policy applies to all State Games except for the Horse Show.
- ◆ All coaches / chaperones / nurses / bus drivers / etc. who a part of an agency's official delegation that exceed the quota listed below, will be assessed a fee of \$25.00 per person to attend State Games.
- ◆ The official agency delegation will consist of athletes / partners, plus the following allotment of coaches / chaperones / bus drivers / nurses / etc.
 - ◆ TEAMS –
3 coaches per team allotted for floor hockey teams, softball teams, basketball teams, volleyball teams, flag football teams and soccer teams.

1 coach per team allotted for bowling and bocce.
 - ◆ INDIVIDUAL SPORTS –
1 coach per 3 athletes allotted.
 - ◆ WHEELCHAIR & LEVEL A ATHLETES
1 coach per 1 athlete allotted.
 - ◆ ADDITIONAL –
1 additional coach will be added to your allotment to be utilized as necessary by your agency.

ALL additional coaches / chaperones / nurses / bus drivers, not in the above allotment, will be assessed a fee of \$25.00 (covers meals, credentials, processing expenses and insurance) per person to attend State Games. Agencies ARE responsible for securing additional housing for these additional persons. **SOGA will no longer provide additional housing for any agency.**

HOTEL HOUSING: Special Olympics Georgia houses 2 persons per room in a Double / Double or King with pullout sofa and 1 persons per room in a King.

**CHEAT SHEET FOR SPORTS NUMBERS
FOR STATE GAMES ATTENDANCE**

<u>TEAM SPORT</u>	<u># PLAYERS PER TEAM</u>	<u># COACHES PER TEAM</u>
Bocce	4 (Unified) or 4 (Traditional)	1
Basketball	10	3
Basketball (3vs.3)	5	2
Bowling	4	1
Floor Hockey	13	3
Soccer	10	3
Softball	12 (Traditional)	3
	12 (Modified)	3
	14 (Unified)	3
Volleyball	10	3
Flag Football	10	3

ALL OTHER SPORTS INCLUDING SKILLS FOR TEAM SPORTS

3 Athletes / 1 Coach

LEVEL A / WHEELCHAIR

1 Athlete / 1 Coach

ADDITIONAL COACH / CHAPERONE

1 Additional Coach allowed per delegation (floating coach, nurse, bus driver, etc.)

****NOTE: All athletes must be trained by a certified coach. The certified coach's name must appear on the roster form sent in with the State Games paperwork.**

INDIVIDUAL ROLES & REQUIREMENTS AT STATE GAMES

- **Athlete** = A Special Olympics Athlete competing in the Games. All Athletes MUST have an active Doctor signed medical form on file with SOGA by the eligibility/paperwork deadline in order to compete at any State Event. The medical expiration date (expires every three years) must not expire before or during the date of the State Event.
- **Unified Partner** = A Unified Partner, with a complete Volunteer & Unified Partner Profile form on file, competing in the Games. Any Unified Partner that is 18 years of age or older must be screened by Special Olympics Georgia via the Verified Volunteers website and complete the Online Protective Behaviors Course. Unified Partners participating in the Games are not to be held responsible or liable for the Athletes. The ultimate responsibility and liability belongs to the Head of Delegation for all Athletes and Unified Partners.
- **Head of Delegation** = Individual that has completed the Volunteer & Unified Partner Profile form, screened by Special Olympics Georgia via the Verified Volunteers website, completed the Online Protective Behaviors Course, signed and submitted the Coach Code of Conduct form and completed the Concussion Training Online Course. The Head of Delegation is responsible for all Athletes and Unified Partners competing in the Games.
- **Coach(es)** = Individual responsible for team or individual sports athletes competing in the Games that has completed the Volunteer & Unified Partner Profile form, screened by Special Olympics Georgia via the Verified Volunteers website, completed the Online Protective Behaviors Course, signed and submitted the Coach Code of Conduct form and completed the Concussion Training Online Course.
- **Chaperone(s) & Extra people not in quota** = Individual responsible for athletes competing in the Games that has completed the Volunteer & Unified Partner Profile form, screened by Special Olympics Georgia via the Verified Volunteers website, completed the Online Protective Behaviors Course, signed and submitted the Coach Code of Conduct form and completed the Concussion Training Online Course.
- **Horse Handlers / Side Walkers** = Individual responsible for assisting athletes competing in the Games and has completed the Volunteer & Unified Partner Profile form. Any Horse Handler or Side Walker that is 18 years of age or older must be screened by Special Olympics Georgia via the Verified Volunteers website, complete the Online Protective Behaviors Course, and complete the Concussion Training Online Course.
- **Bus or Van Driver** = Individual responsible for transporting the delegation during the Games. Any Bus or Van Driver that is 18 years of age or older must complete the Volunteer & Unified Partner Profile form, be screened by Special Olympics Georgia via the Verified Volunteers website, complete the Online Protective Behaviors Course, sign and submit the Coach Code of Conduct form and complete the Concussion Training Online Course.

Special Olympics
Georgia



IMPORTANT CHANGE TO STATE GAMES PAPERWORK

The Problem Sheet Deadline will be strictly enforced! ALL problems listed on the Problem Sheet must be cleared by the Problem Sheet Deadline! Any problem not corrected by the deadline will result in a scratch for the individual(s) listed on the problem sheet.

All coaches, chaperones, bus drivers, nurses, Unified Partners (18 and over) must have the following items completed in order to attend State Games:

- Volunteer/Unified Partner Profile form in order to be screened, and complete screening with Sterling Volunteers.
- Signed Coach Code of Conduct.
- Completion of Online Protective Behaviors.
- Completion of Online Concussion Training.
- Unified Partners must also have a completed Unified Partner form by the Eligibility Date.
(Games Paperwork deadline is the Eligibility Date)

Anyone wishing to substitute for a coach, chaperone, bus driver, nurse, or Unified Partner after the Problem Sheet deadline must have all items completed by the Problem Sheet deadline. In other words, you may only substitute someone after the problem sheet deadline that has already completed all necessary paperwork and submitted it to the State Office.

****NOTE:** Anyone you feel might attend State Games with you in any of these roles, go ahead and get them to complete all necessary paperwork. **



TRADITIONAL AND UNIFIED TEAM SPORTS AGE AND ABILITY CONSIDERATIONS

While the best sports experience is produced when athletes (and partners if unified) are of similar age and ability, there is some flexibility, depending on the sport chosen. Based on the nature, characteristics and team dynamics, sports have been separated into the following two groups, each with a unique standard for age and ability matching.

Teams should be constructed in such a way as to provide training and competition opportunities that meaningfully involve and challenge all participants (athletes and partners if unified). The opportunities often lead to improved sports skills, higher self-esteem, equal status with peers and new friendships.

Group 1: Basketball, Floor Hockey, Soccer, Softball, Volleyball (*Contact sports*)

- For these sports, selection of athletes (and partners if unified) of similar age and ability is essential for training and competition in these sports. Though rules modifications have been implemented to minimize differences (especially between athletes and partners if unified), inappropriate competition experiences and a higher risk of injury result from teams where athletes (and partners if unified) are poorly matched.
- The age group of a team is determined by the age of the oldest athlete on that team on the opening date of competition.
- Divide teams into the following age groups: 8-15 (Junior); 16-21 (Senior); and 22-over (Masters).
- Athletes are allowed to advance one age division only. (i.e. – an athlete (or partner if unified) in the 8-15 age group may play on a team in the 16-21 age group but may not play on a team of 22-over athletes.)

Group 2: Aquatics, Athletics, Bowling, Bocce, Cycling, Equestrian, Figure Skating, Golf, Gymnastics, Powerlifting, Rollerskating, Sailing, Speed Skating, Long Distance Running / Walking, Table Tennis, Tennis (*Non-contact sports*)

- For these sports, election of athletes (and partners if unified) of similar age and ability is preferred, but not essential, for training and competition in these sports. Though ability matching is not essential in these sports, it may enhance the quality of training and competition experiences. Due to the nature of the competitive environment in these sports, there is minimal additional risk of injury when athletes (and partners if unified) are not matched by ability.
- The age group of a team is determined by the age of the oldest athlete on that team on the opening date of competition.
- Divide teams into the following age groups: 8-15 (Junior); 16-21 (Senior); and 22-over (Masters).
- Similar age and ability is preferred, but not essential, for training and competition in these sports. However, due to the ways that teams are divisioned, keep in mind age-appropriateness.

2024 State Indoor Winter Games – January 26-27, 2024
Venue Locations

Attention HOD's:

Special Olympics Georgia is will be continuing to use new facilities for the 2023 State Indoor Winter Games. Below detail the locations for all the sports and events offered. Please make sure you share this information to all athletes, coaches and family members coming to the event. This information will also be listed within the Information Guide as we move closer to competition weekend.

Event:	Date & Location:	Address:
Unified Basketball Team	1/26/2023 – 1/27/2023 – LakePoint Sports Complex	261 Stars Way, Cartersville, GA 30121
Traditional Basketball Team	1/26/2023 – 1/27/2023 – LakePoint Sports Complex	261 Stars Way, Cartersville, GA 30121
3 vs. 3 Basketball Team	1/27/2023 – LakePoint Sports Complex	261 Stars Way, Cartersville, GA 30121
Basketball Team Skills	1/27/2023 – LakePoint Sports Complex	261 Stars Way, Cartersville, GA 30121
Basketball Skills 30008	1/27/2023 – Fair Oaks Recreation Center	1465 W. Booth Rd Ext SW, Marietta, GA
Bowling	1/26/2023 – 1/27/2023 – Bowlero Austell	2750 Austell Rd. SW, Marietta, GA 30008
Bowling	1/26/2023 – 1/27/2023 – Bowlero Marietta	2749 Delk Rd., Marietta, GA 30067
Bowling	1/26/2023 – 1/27/2023 – AMF Woodstock	108 Woodpark Blvd, Woodstock, GA 30188
Floor Hockey	1/27/2023 – Smyrna Community Center	200 Village Green Cir SE, Smyrna, GA 30080
Gymnastics (Artistic)	1/27/2023 – Cobb Gymnastics Center	542 Fairground St. SE, Marietta, GA 30060
Powerlifting	1/27/2023 – KSU Marietta Event Center	635 Walter Kelly Rd, Marietta, GA 30060
Pickleball	1/27/2023 – Kennesaw Recreation Center	2737 Watts Dr, Kennesaw, GA 30144
Healthy Athletes	1/28/2023 – LakePoint Sports Complex	261 Stars Way, Cartersville, GA 30121



SPORT SPECIFIC RULES

General Rules that pertain to ALL competitions sanctioned by Special Olympics:

- **No coach** shall be allowed on playing field, court, lanes, rink, etc. during divisioning or competition except for sports having modifications set forth by Special Olympics Georgia. (Example: Softball Team, Soccer Team, and Basketball Team competitions)
- Assistance shall be provided by a volunteer that is working any particular venue.
- Proper uniform clothing / safety equipment shall be worn for ALL competitions. Refer to Sports Rules Book for guidelines.
- No agency shall have an athlete or partner competing in Special Olympics that competes for a middle or high school team in the same sport, during the same season.
- All coaches shall follow the Code of Conduct displayed at www.specialolympics.org or will be dismissed from coaching responsibilities.
- All coaches must dress appropriately on the playing field, court, etc. (Example: Softball Competition – Coaches should wear like uniforms or khaki shorts and team shirt with athletic socks and shoes / cleats.)
- Coaches should represent his / her team in a professional, positive, and encouraging manner.
- **Athletes of the coaches not abiding by these general rules may be eliminated from competition.**

Basketball

- Athletes shall wear matching basketball uniforms with numbers (front and back), socks, and athletic shoes for competition.
- No jeans shall be allowed for competition.
- Athletes shall wear NO jewelry.
- Basketball skills – matching uniforms, socks, and athletic shoes for competition. No numbers are required on uniforms.

Bowling

- Athletes shall wear khaki or colored slacks / shorts / sweat pants with like shirts (polo or nice tee).
- No jeans or cut off shorts (this includes camouflage shorts) shall be allowed for competition.

Floor Hockey

- Athletes shall wear matching uniforms with numbers, socks, and athletic shoes for competition.
- No jeans shall be allowed for competition.
- Athletes shall wear NO jewelry.
- Floor Hockey skills – matching uniforms, socks, and athletic shoes for competition. No numbers are required on uniforms.

Gymnastics

- Proper competition wear is required.

Powerlifting

- A proper lifting suit is required.
- For specifications of undershirts, undershorts, footgear, belt, wraps, and general, see the Sports Rules Book.



BOWLING GENERAL RULES

The Official Special Olympics Sports Rules for Bowling shall govern all Special Olympics competitions. As an international sports program, Special Olympics has created these rules based upon Federation Internationale des Quilleurs (FIQ) Rules as well as World Bowling (WB) Rules for bowling found at <http://www.worldbowling.org>. FIQ, WB or National Governing Body (NGB) rules shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Bowling or Article I. In such cases, the Official Special Olympics Sports Rules for Bowling shall apply.

OFFICIAL EVENTS OFFERED

1. Individual Ramp (singles assisted and unassisted)
2. Individual (singles)
3. Mixed Unified Team – Any combination of males and females (2 Special Olympics Athletes and 2 Unified Partners)
4. Traditional Team – Teams consist of 4 Special Olympics Athletes (Junior & Senior Ages)

SECTION A – GENERAL RULES

1. Competition will follow the World Bowling rules.
2. Athletes will bowl three games. Warm-up / practice balls may be granted at the discretion of the venue director depending on schedule, time constraints, etc. An athlete(s) may be moved to a different set of lanes due to mechanical malfunction or other issues; such as, slow play at the discretion of the venue director.
3. A scratch score based on a 15 game average shall be used for divisioning.
4. Athletes will alternate lanes after each frame (singles and team only).
5. From the approach, athletes have 45 seconds to deliver the ball. If the athlete fails to release the ball after 45 seconds, a zero is recorded for that ball.
6. Ramp bowlers may be allowed to bowl three consecutive frames (at discretion of venue director) and will not alternate lanes.
7. Athletes in a wheelchair are able to compete on a bowling team only if they are able to bowl retrieve the ball, transport the ball, and release the ball, independently.
8. All athletes bowling on a team must be able to bowl independently.

9. In tournament play, an average of 15 games will be used for divisioning purposes.
 10. Legal line up for team competition:
 - a. A team must register four players to be eligible. However, if a team is short-handed, the legal line-up shall consist of three players with the fourth position counted as a “blind” bowler.
 - b. Unified Teams will consist of two registered Special Olympics Athletes and two registered Unified Partners. Note: The “blind” bowler on a short-handed team can only be a Unified Partner. This rule is consistent with Special Olympics Unified Sports Rules. The number of athletes must be equal to Unified Partners on a playing field or more than Unified Partners on an unequal playing field.
 11. Any player or team arriving late may start anytime before the fourth frame; otherwise, they will be scratched. The bowler or team may not make up frames that have been missed and will receive zero points on the missed frames.
 12. If a lane must be moved due to equipment malfunction (at the discretion of the venue director), athletes will start in the frame they left off on.
 13. Any protests or rules infractions must be brought to the attention of the sports rules committee.
 14. Coaches, chaperones, parents, etc., are not allowed on the lanes during competition. Once competition begins, coaches and spectators are not allowed to coach.
- NOTE:** “Special Needs Athlete” – If Special Needs is noted, this athlete’s coach will be allowed on the lanes for consultation with the volunteer during a special time period set up just prior to the beginning of competition. A “special needs athlete” is one who has a communication limitation, hearing impairment, visual impairment, special equipment adaptation or behavioral need.
15. Athletes and volunteers are not allowed to smoke, eat food or drink during competition. Water will be provided for hydration. (The only other exception is for athletes with a medical condition requiring a regular intake of food or beverage. This must be communicated to the venue director prior to the competition.)
 16. Athletes, coaches, volunteers or any other Special Olympics supporters are not allowed to drink alcoholic beverages or smoke at the competition site.
 17. Uniform / clothing – Athletes must be neat in their dress and wear proper bowling clothing. No cut off shorts or shirts with advertising are allowed. Team bowlers must wear like shirts. No jeans or camouflage (pants, capris, or shorts) shall be worn for competition. It is suggested that bowlers wear khaki or colored shorts, slacks, or sweatpants and a collared shirt or nice tee.

SECTION B – RAMP BOWLING

1. Ramp bowlers include those athletes in wheelchairs, the visually impaired, and only those ambulatory athletes with conditions too severe to allow for sufficient balance.
2. Ramp bowlers will compete only against other ramp bowlers and divided by assisted or unassisted.
 - a. Assisted – Athlete needs assistance with retrieving ball, positioning the ramp, etc.
 - b. Unassisted – Athlete is able to retrieve the ball and position the ramp.
3. Athletes must initiate the forward motion of the ball with his / her hand touching the ball.
4. The coach may interact with the volunteers on the lane to aid in proper procedures for interacting with their athletes. (Refer to Section A, 14.)

SECTION C – FOULS

1. A foul occurs when a part of the player encroaches on or goes beyond the foul line and touches any part of the lane, equipment or building during or after the delivery. A ball is in play after a delivery until the same or another player is on the approach in position to make a succeeding delivery.
2. Foul lights shall be used for all bowlers (singles, team, and ramp).
3. When a foul occurs on the first ball of a frame, an “F” should be placed in the box (pins down will not count) and the pins will be re-racked. The number of pins knocked down on the second ball will be scored.
4. When a foul occurs on the second ball of a frame, an “F” should be placed in the box and the pins knocked down will not be scored for that ball.
5. If all pins are knocked down on the second ball, after a foul with the first, it is scored as a spare.

Updated 9/1/2021



Determining Basketball Levels

Special Olympics Georgia offers 6 Levels of progression for the sport of Basketball. Below is a chart of progressive levels of play along with the definitions of how to determine your athletes' level of play.

- Level A Basketball Skills – Athletes possess a low level of skills that pertain to basketball and utilize a device to assist in mobility. (i.e. wheelchair, walker, crutches, etc.)
- Basketball Skills – Athletes possess a low level of skills that pertain to basketball.
- Basketball Team Skills (Traditional) – Athletes possess low level of skills but have mastered the basketball skills level of competition. Athletes have not yet progressed to the skill level of running plays, assess movement on the court, understanding of the game. ***Overall Rating Score on the Assessment for Individuals for Teams = 2 to 2.5***
- 3 vs. 3 Team Basketball (Traditional) – Athletes have progressed to the level of being able to run plays, understand the game of basketball, and assess movement on the court. However, athletes do not fully understand the concept of full court basketball. ***Overall Rating Score on the Assessment for Individuals for Teams = 2.5 to 3***
- Traditional Team Basketball – Athletes have progressed to the skill level of being able to run plays in a full court setting, able to pass the ball effectively, understand plays designed for basketball team play. ***Overall Rating Score on the Assessment for Individuals for Teams = 3 to 8***
- Unified Team Basketball – Athletes and Unified Partners have progressed to the skill level of being able to run plays in a full court setting, able to pass the ball effectively, understand plays designed for basketball team play. Athletes are able to play the game at a faster pace and possess higher skills that pertain to basketball. ***Overall Rating Score on the Assessment for Individuals for Teams = 3 to 8 (All Athletes and Unified Partners on the team must possess comparable skill and age level.)***



**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.******



Team Skills Basketball

This event provides meaningful competition for athletes with lower ability levels not ready for Traditional Team Play.

a. Equipment

- 1) Two basketballs (for women's and junior division competitions, a smaller basketball which is 72.4 centimeters [28 1/2 inches] in circumference and between 510–567 grams [18–20 ounces] in weight may be used as an alternative).
- 2) Metric tape measure
- 3) Floor tape or chalk
- 4) Regulation basketball goal (a shorter goal which has its ring 2.44 meters [8 feet] above the floor may be used for junior division competition).
- 5) Score sheets
- 6) Scoreboard

b. Set-up

- 1) Mark five spots around the floor, similar to a 2–1–2 zone defense with players positioned 4 meters (13 feet 1 1/2 inches) apart from each other (see diagram).
- 2) Mark position #5 2 meters (6 feet 6 3/4 inches) from a spot under the front of the goal's ring.
- 3) Teams should submit a roster prior to the start of the game.
- 4) Teams should wear numbered uniforms or shirts.

c. Rules

- 1) The Event Director shall determine how many games should be played. Two five-member teams are positioned on opposite ends of the playing court. Only one team shall conduct a round at a time.
- 2) The game is made up of two halves consisting of five rounds each. Players will be given one opportunity at each of the five positions during the half.
- 3) Each player on the first five-member team attempts to catch the ball and then throw it accurately to the player stationed at the next position.
- 4) The official shall hand the ball to the player in position #1 to begin each round.

- 5) The player in position #1 throws the ball to the player at position #2. The player at position #2 throws the ball to the player at position #3. This sequential throwing rotation continues until the ball reaches the player at position #5.
- 6) Athletes may pass the ball in any manner, but each player must pass in numerical sequence. A bounce pass is allowed provided that there is only one bounce.
- 7) If the ball is thrown past an athlete, the athlete or official may retrieve the ball. However, the athlete must return to his/her position before throwing the ball to the next player. A correct pass is defined as a ball that is thrown within reach of the receiving player.
- 8) When the ball reaches the player in position #5, he/she then attempts a field goal.
- 9) Slam dunks are not permitted. The athlete shall not receive any points if a slam dunk is taken.
- 10) Athletes stationed in position #5 shall only be given one attempt at scoring.
- 11) After the field goal attempt by the player in position #5, the round ends.
- 12) Following the completion of the round by the first team, the second team will conduct their initial round.
- 13) Players shall rotate in numerical sequence to the next position after each round.
- 14) Play alternates between each team following the completion of each round. Once each team has completed five rounds, the first half ends.
- 15) A five-minute halftime intermission follows.
- 16) Teams shall exchange ends of the court following the first half and then complete a set of five rounds at the other goal for the second half.
- 17) Substitutes are allowed into the game only after a round has been completed.
- 18) Coaches shall remain on the sideline which is at least 4 meters (13 feet 11/2 inches) to the side of position #2 and #4. Coaches may give verbal or signed instructions to players. Deaf athletes may receive assistance in positioning.

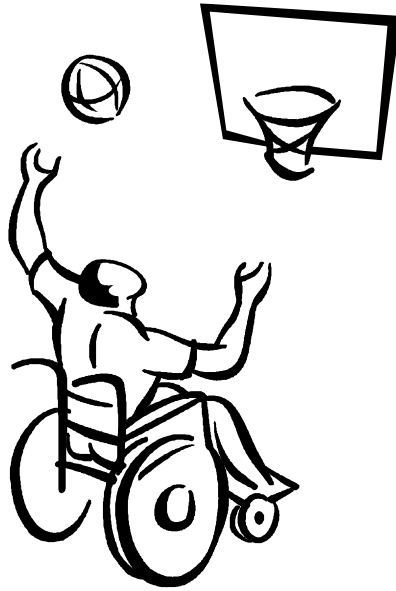
d. Scoring

- 1) Team receives one point for each correct pass.
- 2) Team receives one point for each successful catch.
- 3) Team receives two points for each successful field goal.
- 4) A bonus of one point is awarded for each complete successful round of passing, catching, and shooting the ball.**
- 5) The maximum number of points that can be accumulated by a single team during one half is 55.
- 6) The final team score is determined by adding the scores from each of the 10 rounds.

7) The team with the highest score is the winner.

8) If the teams are tied at the end of regulation play, additional rounds are conducted. The first team to score more points in a round than its opponent is the winner.

Revised 1/13/16



ATTENTION ALL INDIVIDUAL BASKETBALL
SKILLS ATHLETES AND COACHES!!

There will no longer be a “Practice Round” of
competition at State Games.

All Competition Results will be final results.

Please prepare your Athletes to compete
without a “Practice Round”.



BASKETBALL

Individual Skills Contest Scoresheet

Group (M/F): _____ Classification (Age): _____ Division (Number): _____

Athletes' Names	Target Pass						Ten-meter Dribble			Spot Shot						Final Score & Place	
	1	2	3	4	5	Total	1	2	Best	1	2	3	4	5	6		Total
1)																	
2)																	
3)																	
4)																	
5)																	
6)																	
7)																	
8)																	

Scorer _____ Date _____

Seconds	Points	Seconds	Points	Seconds	Points	Seconds	Points
0 - 2	30	5.1 - 6	22	9.1 - 10	14	16.1 - 18	6
2.1 - 3	28	6.1 - 7	20	10.1 - 12	12	18.1 - 20	4
3.1 - 4	26	7.1 - 8	18	12.1 - 14	10	20.1 - 22	2
4.1 - 5	24	8.1 - 9	16	14.1 - 16	8	Over 22	1

Dear Special Olympics Georgia Agencies:

We are excited for the 2024 State Indoor Winter Games & Southeast Powerlifting on January 26-27, 2024!

Starting in 2023, we have made a rules change for Basketball Individual Skills. SOGA will be complying with the rules made by Special Olympics Inc. (SOI). An 8 foot goal and a 10 foot goal will be used for the Spot Shot portion of the skills competition. A 6 foot goal will not be used. Junior ages (8-15) will use the 8 foot goal, and Senior ages (16-21) and Masters ages (22+) will use a 10 foot goal. See attached the rules and verbiage below.

Page 7: Section 4.1.3.2

Equipment: Two basketballs (for women's and junior divisions competitions, a smaller basketball, Size 6, which is 72.4 centimeter [28 1/2 in] in circumference and between 510-567 gram [18-20 oz] in weight may be used as an alternative), floor tape or chalk, measuring tape and a 3.05 meter (10 ft) regulation goal with backboard (for junior division competitions, a 2.44 meter [8 ft] goal may be used as an alternative).

If you plan to bring athletes to compete in this event, please notate this rule change for training. If you have any questions, please contact Liz Smith.

Thank you,

Liz Smith, Director of Sports
Special Olympics Georgia
Liz.smith@specialolympicsga.org



Special Olympics

FLOOR HOCKEY ATHLETE'S ISC SCORECARD

Athlete's Name _____

Team/Coach _____

Group (M/F) _____ Classification (Age) _____ Division Number _____

EVENTS	Attempts					Score
	1	2	3	4	5	
1. Shoot Around the Goal						
2. Pass						
3. Shoot for Accuracy						
4. Stickhandling	Time	Cones Missed	Bonus			
5. Defense						
TOTAL						

Registrar's Signature _____

Special Olympics Georgia - Basketball Skills Assessment for Individuals for Teams

Name: _____ Athlete Partner
Jersey Number: _____ Coach's Name: _____
Team Name: _____ Evaluator's Name: _____
Delegation: _____ Date of Evaluation: _____ / _____ / _____

Individual Assessment for Team Play

A. Ball Handling

(one choice- should be the most representative of the athlete's skill level)

- Has difficulty dribbling and catching (2)
- Possesses some ball handling skills but they are very limited (3)
- Can handle ball with dominant hand only (4)
- Can handle ball with both hands (5)
- Has ability to go either direction on the dribble (6)
- Has ability to beat defender regularly with dominant hand (7)
- Has ability to beat defender regularly with either hand (8)

Score:

B. Passing

(one choice- should be the most representative of the athlete's skill level)

- Has difficulty completing a pass/short pass to a teammate (2)
- Can sometimes make a pass to an open teammate with token pressure (3)
- Can only complete a pass to teammate after looking directly at him/her (4)
- Has ability to choose best type of pass (bounce, chest, skip, other) (5)
- Has ability to complete a no look or quick pass to an open teammate (6)
- Controls game with ability to complete an advanced pass (no look/snap pass) to open player when they are in good position (8)

Score:

C. Movement

(one choice- should be the most representative of the athlete's skill level)

- Maintains a stationary position; does not move to a loose ball (2)
- Moves only 1-2 steps toward ball or opponent (3)
- Moves toward ball; but reaction time is slow and only in a limited area of the floor (4)
- Movement permits adequate court coverage (5)
- Good court coverage; reasonably aggressive (6)
- Exceptional court coverage; aggressive anticipation (8)

Score:

Special Olympics Georgia - Basketball Skills Assessment for Individuals for Teams

D. Game Awareness

(one choice- should be the most representative of the athlete's skill level)

Sometimes confused on offense and defense; may shoot at wrong basket (2)

Can play in fixed position as instructed by coach; may go after an occasional loose ball (3)

Limited understanding of the game and can run some offensive and defensive sets - coach prompted (4)

Moderate understanding of the game, some off and def sets and can occasionally fast break (6)

Advanced understanding of the game and mastery of basketball fundamentals (8)

Score:

E. Shooting

(one choice- should be the most representative of the athlete's skill level)

Periodically can make an uncontested layup (2)

Can make shots inside of lane (3)

Can make shots inside of lane and occasionally attempts a mid range jump shot (4)

Can make some mid range jump shots (5)

Can make some mid range jump shots and will attempt shots beyond 15' (6)

Has excellent shooting form and makes shots from all ranges on court (8)

Score:

F. Rebounding

(one choice- should be the most representative of the athlete's skill level)

No understanding of rebounding positions or principles, often beaten to a missed shot (2)

Gets rebounds only when they land directly to him/her (3)

Goes after loose balls within 3 to 4 steps (4)

Aggressively goes after rebounds, gets many (6)

Exceptional ability to get to missed shots on both sides of the basket and either side of the court (8)

Score:

**TOTAL
SCORE:**

Divide TOTAL SCORE by 6 to determine OVERALL RATING

(round off to the nearest tenth i.e. 4.97 = 5.0 or 3.53 = 3.5)

OVERALL RATING:

