



## 2024 State Summer Games Athletics Venue Update

Attention HOD's & Coaches:

Due to construction and renovation taking place at Emory University's Track, the use of the track is offline for the 2024 State Summer Games. Special Olympics Georgia has reserved the use of the track facilities at Druid Hills Middle School for this year's competition. The schedule of Athletics will remain the same as in 2023, but it will all take place at Druid Hills Middle School. The Emory Bus transportation shuttles will not be able to take delegations to Druid Hills Middle School, so Agencies competing in Athletics, will have to arrange their own transportation to Druid Hills Middle School for Friday and Saturday. SOGA understands this logistical change adds a new challenge this year, but we made this change to be able to offer Athletics to the Athletes for 2024. The address for Druid Hills Middle School is: 3100 Mt. Olive Drive, Decatur, GA 30033.



## Special Olympics Georgia Supervision Policy:

All Accredited Special Olympics Georgia Programs are responsible for the supervision of all registered Athletes, Unified Partners, Coaches, Assistant Coaches and Chaperones 24/7 at all Special Olympics Georgia events and activities. This includes all training sessions, local games, area games, Invitationals, State Games, USA and World Games. During State Game Events, the registered Head of Delegation and registered Coaches, Assistant Coaches and Chaperones are responsible for 24/7 supervision of all registered Athletes and Unified Partners from departure from home until returning home after the conclusion of the State Event. Athletes and Unified Partners should be supervised during all festivities during the State Event, including hotel/dorm nights the Delegation stays. Special Olympics Georgia strives to provide the safest environment at all events and activities for all registered participants.

## **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 (11:00 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. All Accredited Special Olympics Georgia Programs are responsible for the supervision of all registered Athletes, Unified Partners, Coaches, Assistant Coaches and Chaperones 24/7 at all Special Olympics Georgia events and activities. This includes all training sessions, local games, area games, Invitationals, State Games, USA and World Games. During State Game Events, the registered Head of Delegation and registered Coaches, Assistant Coaches and Chaperones are responsible for 24/7 supervision of all registered Athletes and Unified Partners from departure from home until returning home after the conclusion of the State Event. Athletes and Unified Partners should be supervised during all festivities during the State Event, including hotel/dorm nights the Delegation stays. Special Olympics Georgia strives to provide the safest environment at all events and activities for all registered participants.

### **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 5:00pm 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 are making 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 Sports & Program 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.**

## **POLICY CONCERNING REQUIREMENTS OF CLASS A VOLUNTEERS**

### **VOLUNTEER / UNIFIED PARTNER PROFILE FORM**

The Volunteer Profile form and Unified Partner form have been condensed into one form. This form is required for all Class A Volunteers, and must include 2 non-family references and a copy of photo ID.

### **OTHER CERTIFICATIONS**

The following outlines the needed information for all Class A Volunteers (Coaches, Chaperones, Unified Partners, Bus Drivers, General Volunteer, GOC / committee member, Local / Area Management Team):

- All Coaches , Assistant Coaches, Chaperones, and Bus Drivers 18 and over must complete the Volunteer & Unified Partner Profile Form, Online Protective Behaviors Training (<https://learn.specialolympics.org>), Code of Conduct, Online Concussions Training (<https://learn.specialolympics.org/Default.aspx?ClientId=1>), and Background Screening via Verified Volunteers (<https://app.sterlingvolunteers.com>) (Login & use Good Deed Code: 7n9744i).
- Assistant Coaches (must be 16 years old or older) 16—17 years of age must complete the Volunteer & Unified Partner Profile Form, Online Protective Behaviors Training (<https://learn.specialolympics.org>), and Code of Conduct, and Online Concussions Training (<https://learn.specialolympics.org/Default.aspx?ClientId=1>).
- Athletes as Assistant Coaches (must be 18 years old or older) must complete the Volunteer & Unified Partner Profile Form, Online Protective Behaviors (<https://learn.specialolympics.org>), Code of Conduct, Online Concussions Training (<https://learn.specialolympics.org/Default.aspx?ClientId=1>), and Background Screening via Sterling Volunteers (<https://app.sterlingvolunteers.com>) (Login & use Good Deed Code: 7n9744i).
- Unified Partners 18 and over must complete the Volunteer & Unified Partner Profile Form, Online Protective Behaviors Training (<https://learn.specialolympics.org>) , and Background Screening via Sterling Volunteers (<https://app.sterlingvolunteers.com>) (Login & use Good Deed Code: 7n9744i).
- Unified Partners 17 and under must complete the Volunteer & Unified Partner Profile Form. (Not mandatory to complete Online Protective Behaviors or Background Screening via Verified Volunteers)

### **POLICY CONCERNING ATHLETE BACKGROUND SCREENINGS**

- Special Olympics Georgia will no longer screen all adult athletes. Any screening will be done optionally and on a case by case basis.
- Athletes that are 18 and over and are Assistant Coaches will continue to be screened.

## **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.**

**DORM HOUSING: Special Olympics Georgia houses 1 person per bed, up to 2 persons per room.**





**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
Cheerleading	15	3
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 PARADE OF ATHLETES LINE-UP & AGENCY FLAG / BANNER REQUIREMENTS**

The following are the requirements concerning the Parade of Athletes and Flag/Banner's for all Special Olympics Georgia Opening Ceremony's:

- ◆ The parade line-up can only contain 2 Athletes & 1 Coach per delegation. If you have more, you will not be allowed to walk in the parade.
- ◆ Flag or Banner should be 3' x 5' on a 5' pole (if desired).
- ◆ Flag or Banner should be made of cotton, vinyl, felt, or other like material.
- ◆ Flag or Banner should be able to be rolled up for safety after the Parade of Athletes.
- ◆ Flag or Banner should display the Special Olympics Georgia logo.
- ◆ No Flag or Banner should display a commercial sponsor, commercial message, or their product. ***(This is not a recommendation but a policy of Special Olympics, Inc.)***



MEMO TO PARENTS - EMORY RESIDENCE HALLS

Congratulations on your child being selected to attend Special Olympics Georgia State Summer Games at Emory University. The following information is provided to assist you in planning for the weekend. We hope many of you will plan to join us in Atlanta to watch your athlete compete and participate in the special events.

TRANSPORTATION PLANS:

- \* We will leave from:
\* Time we will leave:
\* Time we will return:
\* We will return to:

SUMMER GAMES PACKING LIST:

- Shorts
T-shirts
1 pair long pants
One nice outfit for Victory Dance (no high heels for females)
Raincoat with hood or poncho
Underwear for 3 days
2-3 pairs athletic socks
1 pair pajamas/sleepwear
1 pair tennis shoes
Competition Uniform (Check with Coach)
Toiletries (soap, toothbrush, toothpaste, deodorant, shampoo, shaving items, hair items, sanitary napkins/items, etc.)
Sunscreen lotion (#15 or higher)
Medication with dosage instructions
Towel and washcloth
Pillow & pillowcase
Light Blanket (Residence Halls are air conditioned & can be cool)
Single size sheets or sleeping bag

OPTIONAL

- Camera & film
Money for souvenirs
Other:

\*\*\*\*\* Please fill out this packing checklist and place it in your athlete's suitcase. Your athlete's Coach will use this list to pack to come home.

Avoid sending valuables that may be lost (jewelry, radios, etc.).

If your athlete is on medication, please mark it with:

- \* Name of medication
\* What the medication is for (seizures, high blood pressure, etc.)
\* When it is to be taken
\* How much is to be taken

PHONE NUMBERS:

Your phone number: \_\_\_\_\_

If there is any other information that the Coach needs to know about your athlete, include that information here:

## **Information for Friday Athlete Check - In**

*Agencies that have athletes competing in scheduled Athletics, Cheerleading, Level A Swimming, and Tennis Events on Friday of Summer Games weekend, will need to arrive to Emory University by 9:30 a.m. to check-in at Housing Check-in in the Gymnasium. Check-In will begin promptly at 10 a.m.*

- Athletics Credentials and Bib Numbers will be put together separately from the other credentials within your delegation, so it will be easier to pull and pass out.
- Cheerleading Credentials will be separated out from your other delegates credentials, so it will be easier to pull and pass out.
- Swimming Credentials and wrist bands for swimmers will be put together separately from the other credentials within your delegation, so it will be easier to pull and pass out.
- Tennis Credentials will be put together separately from the other credentials within your delegation, so it will be easier to pull and pass out.

*Housing Check-In, is in the PE Center Gymnasium on Friday between 10 a.m. to 4 p.m.*

For questions, please contact David Crawford: [david.crawford@specialolympicsga.org](mailto:david.crawford@specialolympicsga.org)

## **SOCCER AT STATE SUMMER GAMES**

- All Athletes and Unified Partners are allowed to score goals during the game.
- In Unified Team Play, goals made by Athletes and Unified Partners will count in the final score of the game.
- In Unified Team Play, 3 athletes and 2 unified partners will play on the field throughout the game. Failure to adhere to the required ratio results in a forfeit.
- Each team shall have a NON-PLAYING coach responsible for the line-up, requesting timeouts, substitutions, and conduct of the team during competition.
- No person listed on the roster may serve in a dual role – such as player / coach.
- 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. (Exception: If a team only scores 1 goal in the game, it cannot be figured as 100%)
- ALL PLAYERS ON THE ROSTER MUST PLAY IN THE GAME.
- Please prepare your athletes for State Games competition in this manner.

**Special Olympics Georgia - Soccer Skills Assessment for Individuals on Teams**

Name: \_\_\_\_\_  
 Jersey Number: \_\_\_\_\_  
 Team Name: \_\_\_\_\_  
 Delegation: \_\_\_\_\_

Athlete                       Partner  
 Coach's Name: \_\_\_\_\_  
 Evaluator's Name: \_\_\_\_\_  
 Date of Evaluation:        /        / \_\_\_\_\_

**Individual Assessment for Team Play**

<p><b>A. Ball Skills</b> <span style="float: right;">(one choice- should be the most representative of the athlete's skill level)</span></p> <p>Has difficulty dribbling and trapping ball (2)                      Possesses some ball skills but they are very limited (3)                      Can control ball with dominant foot only (4)                      Can control ball with both feet (5)                      Has ability to dribble either direction with token pressure (6)                      Has ability to beat defender (while dribbling) regulary with dominant foot (7)                      Has ability to beat defender (while dribbling) regulary with either foot (8)</p>	<p><b>Score:</b> <input style="width: 80px; height: 20px;" type="text"/></p>
<p><b>B. Passing</b> <span style="float: right;">(one choice- should be the most representative of the athlete's skill level)</span></p> <p>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 or with prompting (4)                      Has ability to choose best type of pass (to feet or to space) without prompting (5)                      Has ability to consistently complete a one touch or two touch pass to an open teammate (6)                      Controls game with ability to complete a pass to open player when they are in good position (8)</p>	<p><b>Score:</b> <input style="width: 80px; height: 20px;" type="text"/></p>
<p><b>C. Movement</b> <span style="float: right;">(one choice- should be the most representative of the athlete's skill level)</span></p> <p>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 field(4)                      Movement permits adequate field coverage for player's position (5)                      Good field coverage; reasonably aggressive (6)                      Exceptional field coverage; aggressive anticipation (8)</p>	<p><b>Score:</b> <input style="width: 80px; height: 20px;" type="text"/></p>
<p><b>D. Game Awareness</b> <span style="float: right;">(one choice- should be the most representative of the athlete's skill level)</span></p> <p>Sometimes confused on offense and defense; may not always undertand where they are on field (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 make some offensive or defensive decisions - coach prompted (4)                      Moderate understanding of the game, some off and def decisions and can occasionally participate in an offensive counter-attack (6)                      Advanced understanding of the game and mastery of soccer fundamentals (8)</p>	<p><b>Score:</b> <input style="width: 80px; height: 20px;" type="text"/></p>

**Special Olympics Georgia - Soccer Skills Assessment for Individuals on Teams**

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

Periodically can strike ball on goal from close range of 7 yards or closer(2)

Can make shots regularly from close range (3)

Can make shots inside of close range and occasionally attempts a mid range shot of 8 to 12 yards (4)

Can put mid range shots of 8 to 12 yards on goal with moderate pace (5)

Can consistently make close and mid range shots and will attempt shots beyond 12 yards (6)

Has excellent shooting form, can strike the ball with pace and makes shots from any range 15 yards and in (8)

**Score:**

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

Does not understand defensive position or principles, often beaten by a defender on the dribble or to loose balls (2)

Some understanding of defensive position and principles, sometimes beaten by a defender on the dribble or to loose balls (3)

More understanding of defensive position, can perform a tackle, goes after loose balls within 3 to 4 steps (4)

Good understanding of defensive position and principles, does not get beat often, aggressively goes after loose balls, gets many, ability to clear ball (6)

Exceptional ability to get to defend, wins most loose balls, ability to clear the ball, shut down-type defender (8)

**Score:**

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

Does not understand goalkeeping position, tentative when shots come at goal (2)

Some understanding of goalkeeping position, can block some shots directly at him/her (3)

Some understanding of goalkeeping position, can block and catch shots directly at him/her (4)

Better understanding of goalkeeping position, can block, catch shots directly at him/her or within a couple of steps to either side (5)

Good understanding of goalkeeping position, can move to save some more difficult shots, can distribute the ball to an open player (6)

Exceptional ability to save shots, aggressively goes after loose balls in the goal box, distributes effectively to start the offense (8)

**Score:**

**TOTAL SCORE:**

**Divide TOTAL SCORE by 7 to determine OVERALL RATING**  
(round off to the nearest tenth i.e. 4.97 = 5.0 or 3.53 = 3.5)

**OVERALL RATING:**





**Special Olympics Georgia - Flag Football Skills Assessment for Individuals on Teams**

Name: \_\_\_\_\_  
 Jersey Number: \_\_\_\_\_  
 Team Name: \_\_\_\_\_  
 Delegation: \_\_\_\_\_

Athlete       Partner  
 Coach's Name: \_\_\_\_\_  
 Evaluator's Name: \_\_\_\_\_  
 Date of Evaluation: \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_

**Individual Assessment for Team Play**

**A. Ball Skills** (one choice- should be the most representative of the athlete's skill level)

Has difficulty holding on to the football (2)  
 Possesses some ball skills but they are very limited (3)  
 Can control ball with dominant hand only (4)  
 Can control ball with both hands (5)  
 Has ability to switch hands with the ball with token defensive pressure (6)  
 Has ability to beat defender (while holding) regulary with dominant hand (7)  
 Has ability to beat defender (while holding) regulary with both hands (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 or with prompting (4)  
 Has ability to choose the open receiver most of the time with some defensive pressure (5)  
 Has ability to consistently complete a pass to an open receiver with defensive pressure (6)  
 Controls game with ability to complete a 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 field(4)  
 Movement permits adequate field coverage for player's position (5)  
 Good field coverage; reasonably aggressive (6)  
 Exceptional field coverage; aggressive anticipation (8)

**Score:**

**D. Game Awareness** (one choice- should be the most representative of the athlete's skill level)

Sometimes confused on offense and defense; may not always undertand where they are on field (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 make some offensive or defensive decisions - coach prompted (4)  
 Moderate understanding of the game and offensive and defensive decisions (6)  
 Advanced understanding of the game and mastery of football skills (8)

**Score:**

**Special Olympics Georgia - Flag Football Skills Assessment for Individuals on Teams**

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

Periodically can catch the football from a close range of 5 yards (2)  
Can make catches regularly from a close range of 5 yards (3)  
Can make catches regularly from a close range of 5 yards and periodically from mid-range of 10 to 12 yards (4)  
Can make catches regularly from mid-range of 10 to 12 yards (5)  
Can consistently make close range catches and periodically make mid-range catches while running a pass route (7)  
Can consistently make close range, mid-range, and long range catches while running a pass route (8)

Score:

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

Does not understand defensive position or principles, often beaten by an offensive player on a pass route (2)  
Some understanding of defensive position and principles, sometimes beaten by an offensive player on a pass route (3)  
More understanding of defensive position, can perform a tackle by grabbing opponents flag within 3 to 4 steps (5)  
Good understanding of defensive position and principles, does not get beat often, aggressively goes after offensive players, able to pull most opponents flags (6)  
Exceptional ability to defend, pulls majority of offensive players flags, ability to deflect the ball, shut down offensive player (8)

Score:

**G. Pass Route Running** (one choice- should be the most representative of the athlete's skill level)

Does not understand how to run a pass route (2)  
Some understanding of pass route running, can run complete routes some of the times with coach assistance (3)  
Some understanding of pass route running, can run complete routes some of the times with limited coach assistance (4)  
Better understanding of pass route running, can run complete routes most of the times with limited coach assistance (5)  
Good understanding of pass route running, can run complete routes most of the times with NO coach assistance (7)  
Exceptional ability to run pass routes, aggressively runs complete routes with NO coach assistance consistently (8)

Score:

TOTAL SCORE:

Divide TOTAL SCORE by 7 to determine OVERALL RATING  
(round off to the nearest tenth I.e. 4.97 = 5.0 or 3.53 = 3.5)

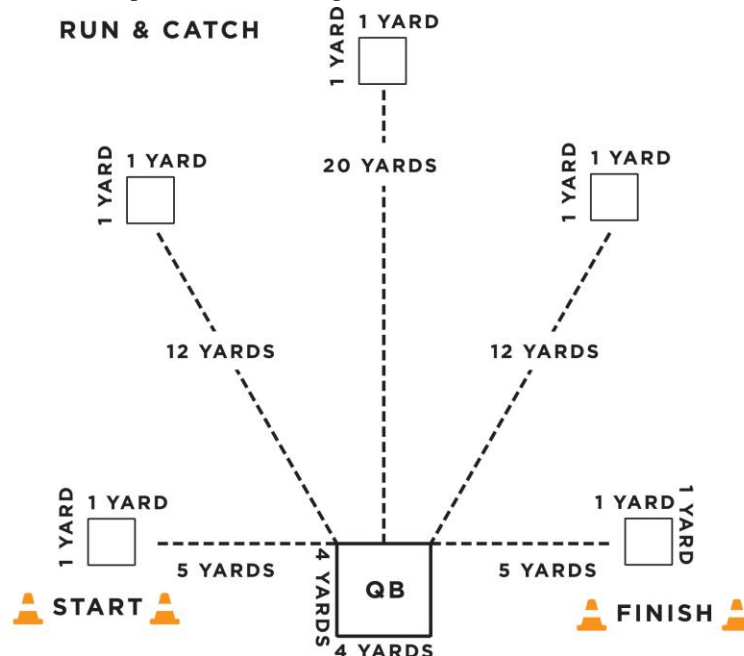
OVERALL RATING:



## Flag Football Individual Skills Competition

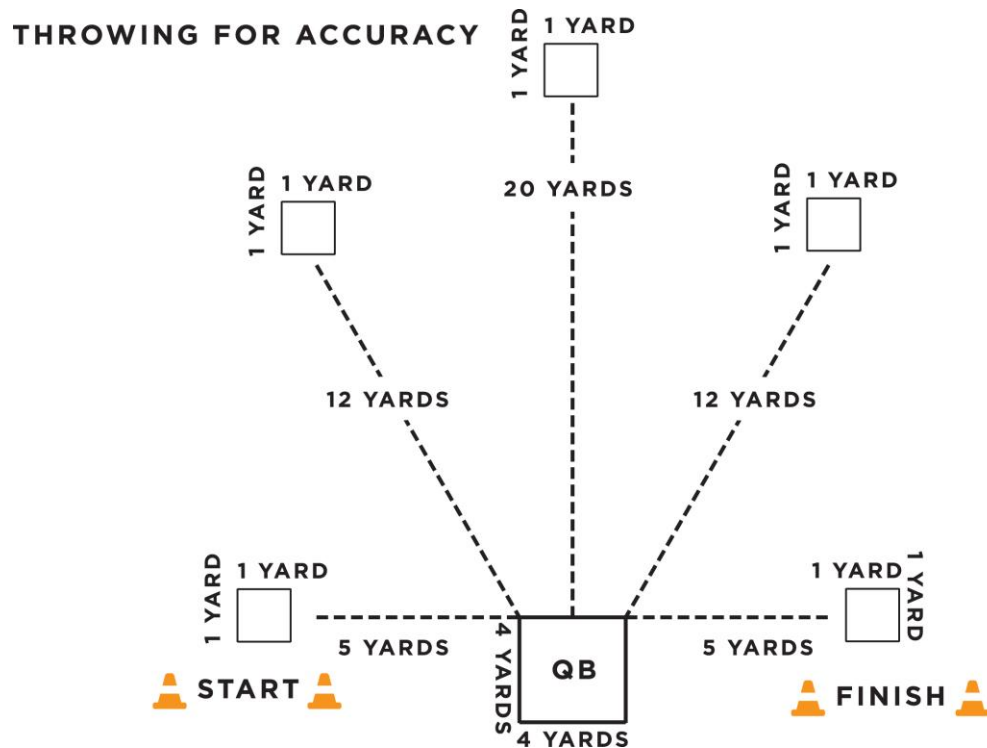
### Catching: “Run & Catch”

- Purpose:** To measure athlete’s ability to catch a football.
- Equipment:** 5 footballs, measuring tape, field paint, cones, or numbered mats to mark catching spots and start/finish lines.
- Description:** A starting line, finish line, quarterback box, and 5 catching spots should be marked/ placed on the field. The catching spots should be marked 1-5 (left to right).
  - The quarterback box should be placed in between the starting and finish line.
  - The quarterback box will be 4 yards X 4 yards.
  - Catching spots are 1 yard X 1 yard.
  - Catching Boxes 1 & 5 will be 5 yards from the quarterback box.
  - Catching Boxes 2 & 4 will be 12 yards from the quarterback box.
  - Catching Box 3 will be 20 yards from the quarterback box.
  - The starting line should be placed on the left side of the quarterback and the finish line should be placed on the right side of the quarterback. Athletes will start to the left of the quarterback and finish on the right side of the quarterback.
  - Each athlete will begin at the starting line. Once the official quarterback gives the signal, the athlete must run to each catching box (in numerical order), stopping to catch a pass at each spot. Once the ball is completely caught, the athlete drops the ball and goes to the next catching box. Once the last ball is caught, the athlete will sprint through the finish line. If a throw from the QB is deemed inaccurate, athletes will receive an additional throw from the same spot.
- Scoring:** Athletes will receive points for completing catches.
  - 2 pts: for a complete catch (clearly caught with both hands)
  - 0 pts: if athlete is unable to catch or touch a well-thrown pass.
  - Athletes can gain a maximum of 10 points in this drill.
  - Officials will be present to confirm point total.



### Throwing for Accuracy

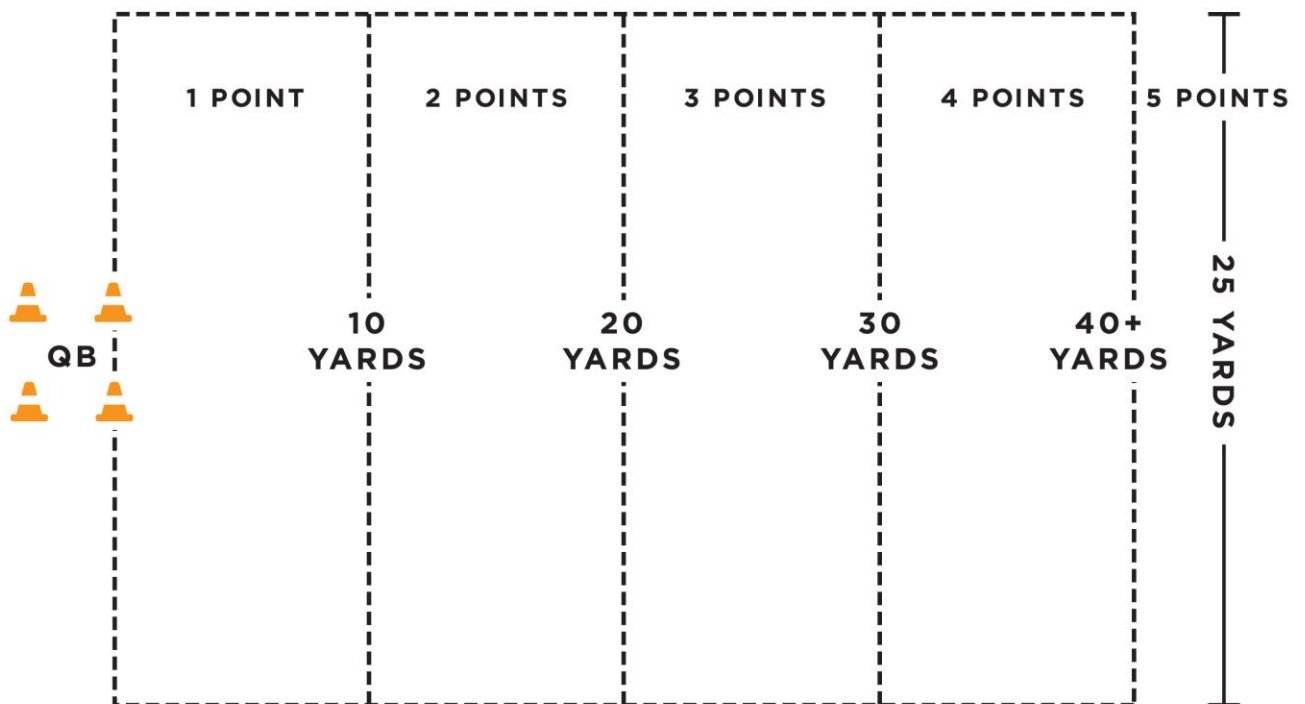
1. **Purpose:** To measure the athlete's ability to throw a football accurately.
2. **Equipment:** 5 footballs, measuring tape, field paint, cones, or numbered mats to mark catching spots and start/finish lines.
3. **Description:** A starting line, finish line, quarterback box, and 5 catching boxes should be marked/ placed on the field. The catching boxes should be marked 1-5 (left to right).
  - The quarterback box should be placed in between the starting and finish line.
  - The quarterback box should be placed in between the starting and finish line.
  - The quarterback box will be 4 yards X 4 yards.
  - Catching spots are 1 yard X 1 yard.
  - Catching Boxes 1 & 5 will be 5 yard from the quarterback box.
  - Catching Boxes 2 & 4 will be 12 yards from the quarterback box.
  - Catching Box 3 will be 20 yards from the quarterback box.
  - The starting line should be placed on the left side of the quarterback and the finish line should be placed on the right side of the quarterback.
  - The player being tested stands inside of the quarterback box. Five human targets/volunteers are placed in each catching spot. The athlete must throw to each target (in numerical order), gaining points for completed passes. The receiver must stay in the catching box. Scoring is based on accuracy of the throw not on the volunteer catching the pass.
4. **Scoring:** Athletes will receive points for completed passes.
  - 2 pts: For an accurate & completed throw.
  - 0 pts: Receiver is unable to catch or touch ball in targeted area. If the ball hits the ground prior to reaching the target, the throw will be recorded as a failed attempt.
  - Athletes can gain a maximum of 10 points in this drill.



### Throwing for Distance

- 1. Purpose:** To measure the athlete's ability to throw a football for distance.
- 2. Equipment:** 3-5 footballs; measuring tape; field paint; cones
- 3. Description:** Athlete gets two attempts to throw football as far as possible. The goal line of a Special Olympics flag football field can be used as the starting line.
- 4. Scoring:** Athletes will receive a maximum of 5 points per throw.
  - 1 pt: 0-10 yards
  - 2 pt: 10-20 yards
  - 3 pt: 20-30 yards
  - 4 pts: 30-40 yards
  - 5 pts: 40+ yards
  - Athletes can gain a maximum of 10 points in this drill.

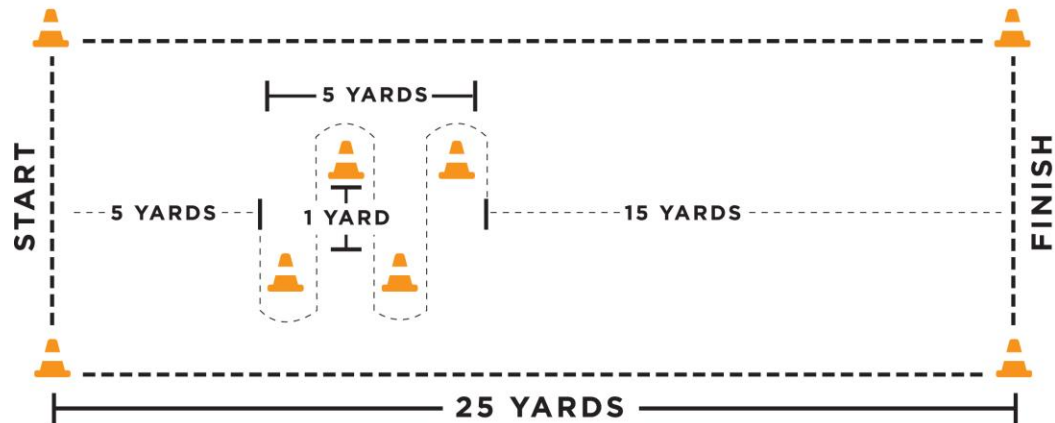
### THROWING FOR DISTANCE



**Agility & Speed: Hand-Off**

1. **Purpose:** To measure the athlete’s speed, agility and ability to receive a hand-off.
2. **Equipment:** 3 footballs, eight cones, field paint, measuring tape, and stop watch
3. **Description:** The ball is marked at the 20 yard line or 20 yards from the goal line. The quarterback will be position 20 yards from the goal line. Athlete begins 5 yards behind the quarterback and between the cones.
  - The quarterback will give the signal and hand the ball off to the athlete.
  - The clock will start on the quarterbacks signal.
  - The athlete must maneuver around the four cones and sprints to the finish line/endzone between the cones and must maintain possession of the football.
  - Each cone will be 1.25 yards apart
  - A fumble at the exchange between the QB and the athlete would be a redo.
  - If an athlete losses control of the ball, the clock continues to run. The athlete can recover the ball. However, if the ball goes outside the 3m lane, the athlete can either pick up the nearest back-up football or recover the errant football to continue the event.
4. **Scoring:** The athlete will receive two attempts. The athlete can receive a max of 5 points per attempt for a total of 10 points.
  - The athlete will be timed from QB’s signal to when he/she crosses the finish line between the cones with possession of the football.
  - One-second will be added for every missed cone.
  - Conversion Chart will indicate score. Athlete can gain a maximum of 10 points.

**AGILITY & SPEED HANDOFF**



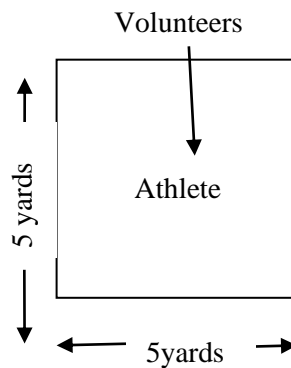
<b>Agility &amp; Speed: Hand-Off</b>	
<i>Conversion Chart</i>	
Seconds	Points
Under 7.5 seconds	5
7.5-9	4
9.1-10.5	3
10.5-12.0	2
12.1 and over	1



## Flag Pulling

1. **Purpose:** To measure the athlete's ability to pull an opponent's flag.
2. **Equipment:** 5 footballs, four cones, 5 volunteers and measuring tape
3. **Description:** The athlete stands in the middle of a 5 X 5 yard grid.
  - Volunteers will one at a time jog through the grid with a football and attached flags. The athlete attempts to pull the volunteers flag before the volunteer leaves the grid. Volunteers will move straight through the box without attempting to elude athlete. Speed of volunteers will increase incrementally until the last volunteer is sprinting through.
  - This is not a timed event. Each additional attempt will not start until the athlete has repositioned themselves at the center of the grid.
4. **Scoring:** The athlete will receive 5 attempts
  - The athlete will receive two points for successful flag pull.
  - The athlete will receive one point for any unsuccessful flag pull in which either the flag or ball carrier was touched, but the flag did not come off.
  - The athlete will receive zero points for any unsuccessful flag pull in which the flags or ball carrier are not touched at all.
  - Once the jogging volunteer leaves the grids, he/she must reposition themselves in the center of the grid.
  - Athletes can gain a maximum of 10 points in the drill.

### FLAG PULLING

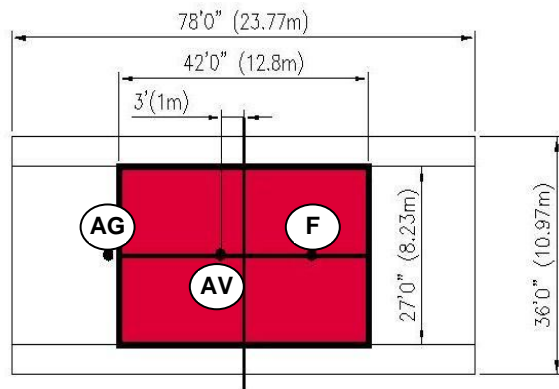


## SUGGESTED COMPETITION LEVELS

The levels below are suggested as a guide for use in competition, to assist the athletes in their transition from ISC to traditional matchplay.

The choice of level offered in a competition will depend on the ability levels of athletes entering.

Consideration must also be given to whether the athlete's training has included these balls and court sizes.



### LEVEL 1 (ISC)

**Court Dimensions:** 42' x 27'

**Ball:** ITF approved Red low compression Ball

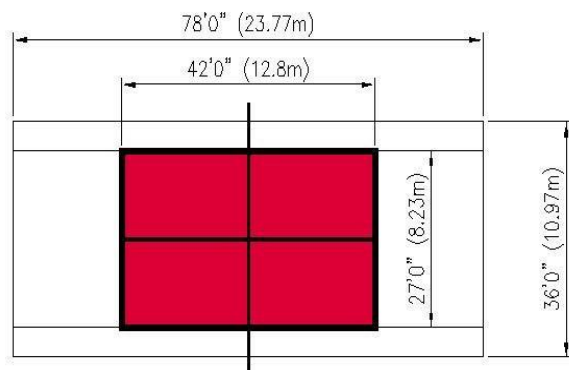


Level 1 is suggested for athletes rated between 1.0 & 1.9. It is intended to be an introduction to short court matchplay in Level 2.

ISC scoring for level 1 will consist of 5 points for each volley and groundstroke landing within the service boxes and 10 points for each correct serve.

Full court ISC may still be conducted, if more suitable to the ability level of the athletes.

**Court Positioning** F: Feeder for groundstrokes & volleys AG: Athlete for groundstrokes & serves AV: Athlete for volleys



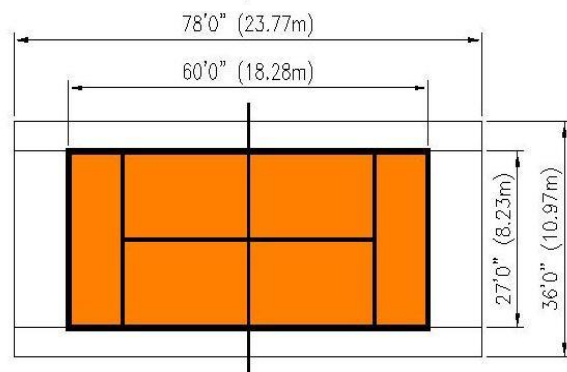
### LEVEL 2 – Short Court Matchplay

**Court Dimensions:** 42' x 27'

**Ball:** ITF approved Red low compression Ball



Level 2 is suggested for athletes rated between 2.0 & 2.9.



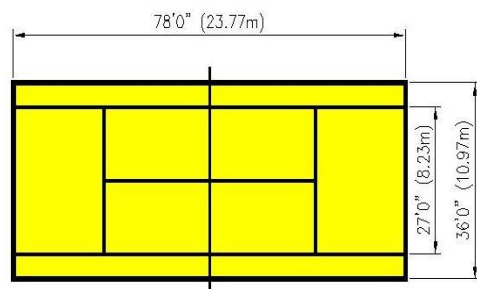
### LEVEL 3 – Intermediate Court Matchplay

**Court Dimensions:** 60' x 27'

**Ball:** ITF approved Orange Ball



Level 3 is suggested for athletes rated between 3.0 & 3.9.



### LEVEL 5 – Traditional Court Matchplay

**Court Dimensions:** 78' x 27' for singles  
78' x 36' for doubles

**Ball:**

ITF approved Yellow Ball (level 5)



Level 5 is suggested for athletes rated between 4.0 & 8.0.



<b>ATHLETE NAME</b> _____				<b>M / F</b>	Ball Feeder stands on opposite side of net, 2 meters from net.	<b>Red Ball (Foam)</b>
<b>AGENCY</b> _____			<b>Division #</b>	CIRCLE THE POINTS ON EACH ATTEMPT		
<b>SKILL</b>	<b>1st ball</b>	<b>2nd ball</b>	<b>3rd ball</b>	<b>4th ball</b>	<b>5th ball</b>	<b>TOTAL</b>
<b>FOREHAND VOLLEYS</b> Athlete Positioned at net. 2 PRACTICE/5 ATTEMPTS	0 5	0 5	0 5	0 5	0 5	
<b>BACKHAND VOLLEYS</b> Athlete Positioned at net. 2 PRACTICE/5 ATTEMPTS	0 5	0 5	0 5	0 5	0 5	
<b>FH GROUNDSTROKES</b> Athlete positioned at service line 2 PRACTICE/5 ATTEMPTS	0 5	0 5	0 5	0 5	0 5	
<b>BH GROUNDSTROKES</b> Athlete positioned at service line 2 PRACTICE/5 ATTEMPTS	0 5	0 5	0 5	0 5	0 5	
<b>SERVES - DUECE</b> Athlete positioned at service line 2 PRACTICE/5 ATTEMPTS	0 10	0 10	0 10	0 10	0 10	
<b>SERVES - AD</b> Athlete positioned at service line 2 PRACTICE/5 ATTEMPTS	0 10	0 10	0 10	0 10	0 10	
<b>ALTERNATING GROUNDSTROKES</b>	<b>1st ball</b>	<b>2nd ball</b>	<b>3rd ball</b>	<b>4th ball</b>	<b>5th ball</b>	
	0 5	0 5	0 5	0 5	0 5	
Athlete positioned at service line	<b>6th ball</b>	<b>7th ball</b>	<b>8th ball</b>	<b>9th ball</b>	<b>10th ball</b>	
<b>10 ALTERNATING FH/ BH</b>	0 5	0 5	0 5	0 5	0 5	
<b>SCORING KEY</b>						
<b>GROUNDSTROKES/VOLLEYS</b>	<b>SERVE</b>				<b>GRAND TOTAL</b>	
SERVICE BOX = 5 PTS	Serve in Service Box = 10 PTS		<b>Special Olympics</b>			

**LEVEL 2 & 3 - 42' Court (level 2) 60' (level 3)**  
**Special Olympics Tennis Rating Sheet**

Athlete's Name: \_\_\_\_\_ Delegation: \_\_\_\_\_ Gender: \_\_\_\_\_ Age: \_\_\_\_\_ Division: \_\_\_\_\_

**LEVEL 2 - Rating Score of 2.0 to 2.7** Check appropriate box

Ground Strokes:	Difficulty hitting forehand and backhand shots. Hits mainly forehands.
Movement:	Tends not to move to ball to hit shots
Serve:	1st and 2nd serve are weak; double faults are common
Return of Serve:	Seldom returns serve
Strategy:	Demonstrates no knowledge. Concentrates on returning the ball
Rally:	0 - 1 time.

**LEVEL 2 or LEVEL 3 - Rating Score of 2.8 to 3.5**

Ground Strokes:	Inconsistent with little directional control.
Movement:	Moves towards ball. Poor court coverage.
Serve:	Inconsistent; double faults occur
Return of Serve:	Occasional return of serve
Strategy:	Demonstrates some knowledge.
Rally:	Able to sustain a short rally (1-3 times)

**LEVEL 3 ONLY - Rating Score of 3.6 to 3.9**

Ground Strokes:	Able to control forehands and backhands.
Movement:	Able to maintain sufficient court coverage.
Serve:	Able to control serve, has some placement.
Return of Serve:	Able to consistently return serve.
Strategy:	Demonstrates knowledge.
Rally:	Able to sustain a rally.

**Coach's Rating:** \_\_\_\_\_ **RATERS RATING:** \_\_\_\_\_

NOTE TO RATERS: Spend 15 minutes on court with the athletes testing skills through rally, serve and movement. Then select the category above that best describes the tennis ability of the athlete being rated; yet offers a degree of challenge

# LEVEL 5 - 78' Court (Yellow Ball) Special Olympics Tennis Rating Sheet

Athlete's Name: \_\_\_\_\_ Delegation: \_\_\_\_\_ Gender: \_\_\_\_\_ Age: \_\_\_\_\_ Div: \_\_\_\_\_

Level 1 (athlete's at this level should complete the ISC Skills Testing)	Level	E. Second Serve			Level
Player just starting to play tennis		Hits second serves with control			4
Level 2 (athlete's at this level should complete the 42' court rating sheet)		Hits second serves with control and depth			6
Player advancing from ISC to matchplay competition.		Hits second serves with control, depth and pace.			7
		Hits 2nd serves with spin, control, and depth			8
Level 5 Complete A through G		F. Return of Serve			Level
A. Forehand	Level	Returns 2nd serve consistently			4
Hits FH shots with little directional control	4	Returns some 1st serves, returns 2nd serves consistently			5
Sustains a short rally using FH and BH shots	5	Returns 1st and 2nd serves consistently			6
Sustains a rally with directional control	6	Aggressive return of 2nd serve; weak return of 1st serve			7
Sustains a rally with consistency and depth	7	Aggressive return of 1st and 2nd serves			8
Sustains an extended rally	8	G. Volleys			Level
B. Backhand	Level	Hits inconsistent volleys; avoids net			4
Hits BH shots with little directional control	4	Hits consistent FH volleys; BH volley is inconsistent			5
Has directional control of BH shots, but shots lack depth	5	Hits aggressive FH volleys; hits defensive BH volleys			6
Returns difficult shots defensively	6	Hits aggressive FH and BH volleys			8
Has difficulty with high and hard shots	7				
Controls FH and BH shots with direction, pace, and depth	8				
C. Movement	Level	Section	Category	Level	Comments :
Moves toward ball; but court coverage is poor	4	A	Forehand		
Movement allows sufficient court coverage of most shots	5	B	Backhand		
Exceptional court coverage	6	C	Movement		
Exceptional court coverage and hits defensive lobs and inconsistent overheads	7	D	First Serve		
Exceptional court coverage and hits offensive lobs and consistent overheads	8	E	Second Serve		
D. First Serve	Level	F	Return of Serve		
Hits 1st serves in at a slower pace	4	G	Volleys		
Hits 1st serves with pace	6	Add select levels Total			
Hits 1st serves with pace and control	8	Divide Total by 7		Total / 7	
Rater's Name: _____	Coaches' Rating: _____	<b>LEVEL 5 FINAL RATING</b>			

Final Rating: \_\_\_\_\_

**VOLLEYBALL TEAMS  
for  
STATE SUMMER GAMES**

**Level of Team Play Offered:**

- Modified
- Traditional
- Unified

**Definition of each level:**

- Modified – Provides meaningful competition for athletes with lower ability levels, learning the basic skills of the sport.
- Traditional – Special Olympics athletes with the ability to play on a team, that already possess the basic skills of the sport.
- Unified – Teams consisting of a proportionate number of teammates with intellectual disabilities and teammates without intellectual disabilities. (Head Coach and Head of Delegation must complete the Unified Sports Team Participation Agreement in order for team to compete)

\*\* Please note: It is important to place your team in the appropriate level when completing Summer Games Paperwork.

**Rules:**

- Special Olympics Volleyball Rules are located on the website:  
[www.specialolympics.org](http://www.specialolympics.org)
- Rosters can contain a maximum of 10 players.
- There will be 6 players on the court at all times. (In Unified play, there must be 3 Special Olympics athletes and 3 Unified Partners on the court at all times)
- Teams will wear like uniforms with numbers, socks, and athletic shoes for competition. NO JEANS for competition!
- No jewelry is allowed for competition. Medical bracelets / necklaces must be taped to skin.

**Teams placed in the Modified Division must be TRUE modified teams (lower level abilities). The Venue Director and the Rules Committee reserve the right to move a team from the Modified Division to the Traditional Division.**

**Special Olympics Georgia - Volleyball Skills Assessment for Individuals on Teams**

Name: \_\_\_\_\_  Athlete  Partner

Jersey Number: \_\_\_\_\_ Coach's Name: \_\_\_\_\_

Team Name: \_\_\_\_\_ Evaluator's Name: \_\_\_\_\_

Delegation: \_\_\_\_\_ Date of Evaluation: \_\_\_\_\_ / \_\_\_\_\_ / \_\_\_\_\_

**Individual Assessment for Team Play**

**A. Serving** (one choice- the most representative of the athlete's skill level)

Difficulty tossing/contacting ball (1)

Sometimes serves underhand legally over the net (2)

Legally serves underhand consistently and effectively (3)

Legally serves both unhand/overhand over the net (4)

Consistently serves overhand over the net (5)

Consistently serves into designated areas of the court (6)

Often serves overhand over the net, such that the opposing team cannot return (8)

*NOTE: The Evaluator must consider skill level of opposing team when considering Value (8)*

**SCORE:**

**B. Passing/Setting** (one choice- the most representative of the athlete's skill level)

Difficulty completing a forearm pass to a teammate (1)

Sometimes completes a pass to a teammate (2)

Only completes passes that come directly to him/her (3)

Usually completes passes received in general area of his/her position (4)

Chooses best type of pass (overhead/set/forearm) for the situation (5)

Completes passes accurately to the setter to run an offense (6)

Controls the offense w/ability to complete an advanced pass, overhead set and forearm pass (8)

**SCORE:**

**C. Blocking** (one choice- the most representative of the athlete's skill level)

Does not block at all, regardless of the situation (1)

Makes little to no effort to block, and often is out of position for the block (2)

Blocks only when the ball is hit directly in front of him/her (3)

Goes after attacks that are within 1-2 steps (4)

Aggressively attempts blocks 3-4 steps away, makes many successful blocks (6)

Exceptional ability to stop opponent's attacks all along the net with good body control (8)

**SCORE:**

**D. Attacking/Hitting** (one choice- the most representative of the athlete's skill level)

Does not demonstrate knowledge of basic mechanics of front row play (1)

Periodically makes an uncontested attack over the net (2)

Hits the ball over the net when it comes directly to him/her (3)

Hits the ball over the net when is set to him/her, occasionally moving to a set 1-2 steps away (4)

Consistently hits the ball over the net into the opposite court (5)

Consistently hits the ball over the net such that the opposing team cannot return (6)

*NOTE: The Evaluator must consider skill level of opposing team when considering Value (6).*

Demonstrates ability to jump and attack the ball downward (8)

**SCORE:**

**Special Olympics Georgia - Volleyball Skills Assessment for Individuals on Teams**

**E. Communication**

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

Does not communicate with teammates or coaches/does not make any motion towards the ball (1)

Does not communicate with teammates or coaches; often runs into other players and takes balls called for by teammates (2)

Responds to communications from teammates and coaches by changing the way s/he plays on the court (4)

Calls for and aggressively pursues balls near his/her position and backs away from teammates who call for a ball (5)

Encourages teammates to communicate/helps guide teammates on the court (6)

Strongly communicates with teammates and coaches during play (8)

SCORE:

**F. Game Awareness**

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

Sometimes confused on offense and defense; does not transition; stays in one place (1)

Can play a fixed position as instructed by coach; may go after an occasional loose ball (2)

Limited understanding of the game; performs basic skills and will run occasional plays if coach prompts (4)

Moderate understanding of the game; some offensive plays and solid defensive skills (6)

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

SCORE:

**G. Movement**

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

Maintains a stationary position; does not move to or away from the ball as necessary (1)

Moves only 1-2 steps toward the ball (2)

Moves toward the ball, but reaction time is slow and has intermittent transition from offense to defense (4)

Movement permits adequate court coverage (5)

Good court coverage, reasonably aggressive; good transition from offense to defense (6)

Exceptional court coverage, aggressive anticipation; great transition from offense to defense (8)

SCORE:

**Total Score:**

(Maximum Score = 56)

**Divide TOTAL SCORE by 7 to determine OVERALL RATING**

[Round off to nearest tenth, e.g., 4.97 = 5.0 or 3.53 = 3.5; MAXIMUM Rating = 8]

**OVERALL RATING:**



