

# Basketball Rule Interpretations

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## SECTION A - GENERAL RULES

- A-1.** In cases not covered by these interpretations, Illinois High School Association (IHSA) rules will govern. For a fee, rulebooks can be obtained at <http://www.ihsa.org>
- A-2.** The Games Rules Committee will make all final decisions.
- A-3.** The following process will be used for all Special Olympics Illinois round robin tournaments:
- The team with the best record at the end of competition will receive first place.
  - If all teams have the same record (one win-one loss), places of finish will be determined by the point differential in the games played.
  - If the point differential is the same, places of finish will be determined by the total points scored by each team during the tournament (highest scoring team receives first place).
  - If the total points are the same, places of finish will be determined by free throw percentages in games played during the tournament.
- A-4.** In tournament play, the game will be forfeited if a team fails to report on the court, ready to play within ten minutes of the scheduled game time.
- A-5.** In the case of a forfeit during the game, the forfeit score for a team not ahead will be 2-0 in its favor. If the team to which the game is forfeited, is ahead, the score at the time of the forfeit will stand.
- A-6.** Athletes competing on a Senior Male or High School team must qualify from a Region Qualifier to attend the State Basketball Tournament. All teams must submit an Intent to Play, Basketball Team Rating Form, Basketball Game Summary Sheet for 3 games played prior to the Region Qualifier. Athletes competing on a Junior or Female team must play at a Region Tournament to advance to the State Basketball Tournament. All team must submit an Intent to Play, Team Rating Form, Basketball Game Summary Sheet for 3 games played prior to the Region Qualifier. For Individual Skills athletes must receive a gold medal from a Region Qualifier to attend the State Basketball Tournament.
- A-7.** Teams competing in qualifying Region tournaments are subject to be moved to another Region qualifying tournament if the Region sports staff deems there are no appropriate competitive teams to ensure fair play and safety for all teams involved.
- A-8.** Athletes can only participate in a maximum of one (1) event, Team Basketball or Basketball Individual Skills.
- A-9.** At all times athletes are expected to compete to the best of their ability to ensure a quality competition at all levels. Coaches are expected to provide accurate/honest scores of their athlete's ability.

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## SECTION B - UNIFORMS

- B-1.** No advertising or sponsorship is allowed to be worn on competition uniforms or warm-ups. Athletes will not be allowed to wear jewelry or awards during competition. No jeans, jean shorts or street shoes will be allowed to be worn during the competition. Athletes will be expected to dress appropriately for the weather and competition. Athletes not in the proper attire will be disqualified.
- B-2.** All players must wear numbered uniforms. If at all possible, teams should only offer numbers 0, 1, 2, 3, 4, 5, 00, 10, 11, 12, 13, 14, 15, 20, 21, 22, 23, 24, 25, 30, 31, 32, 33, 34, 35, 40, 41, 42, 43, 44, 45, 50, 51, 52, 53, 54, 55. Numbers must be visible on front and back. The numbers 0 and 00 will not be allowed on the same team roster.
- B-3.** All members of a team must wear the same color uniform. If two or more athletes wear undershirts, they must all match and be of the same solid color front and back.
- B-4.** All players must wear a flat gym, court, or tennis shoe. Turf shoes, street shoes or bare feet are not permitted. Tennis shoes with flashing lights are not allowed.

## SECTION C - TOURNAMENT ROSTERS

- C-1.** All team members must be listed on the team roster and the maximum roster allowed is 15 players and the minimum number of players is 5. The team must start a game with 5 players. If an injury occurs and the team drops below 5 players, the game can continue until an official decides it is unsafe to continue.
- C-2.** All team members must be listed in a scorebook and available to the official scorekeeper and opposing team. Failure to list a roster player in the official scorebook will result in a technical foul. Non-roster players are not allowed to be listed.
- C-3.** No players may be added to or replaced on the roster after the Team Rating Form (TRF) is submitted.

## SECTION D - EQUIPMENT

- D-1.** Regulation Federation basketball equipment will be used. This includes the basketballs, baskets, boards and basket heights. The 10 foot basket height will be used in all levels of team competition. In individual skills competition the 8 foot basket will be an option for athletes competing in the junior age group and wheelchair divisions. Athletes using the 8 foot basket will be divisioned separately from athletes using the 10 foot basket.
- D-2.** Only acceptable sports or game clocks can be used for official play. Hand held stop watches are not acceptable.
- D-3.** In team competition all Senior Male competition, High School competition and Junior Male competition will use the standard men's regulation ball. All Senior Female and

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Junior Female competition will use the standard female regulation ball. Individual skills competition senior male use male regulation ball, females and junior males have a choice of either male or female regulation ball. Athletes competing in wheelchair divisions will have an option of which ball to use depending upon their age.

## **SECTION E - AGE GROUPS AND DIVISIONS**

- E-1. All teams will be placed in either junior, high school or senior divisions determined by the age (as of the year of event) of the oldest player listed on the official roster.
- E-2. Divisions at the district and state level will be determined by team rating forms and game scores submitted by coaches.
- E-3. Coed teams will play in a male division.

## **SECTION F - GAME PLAY**

- F-1. All games will consist of four quarters with time stopped at all dead ball situations. A ten minute half time will be called between the second and third quarter. A one minute official time out will be given between periods 1 & 2, and 3 & 4. All Junior level games will be played with 6 minute quarters. All High School and Senior level games will be played with 8 minute quarters.
- F-2. Each team will be allowed 3 (1 minute) and 2 (30 second) timeouts during a regulation game. One extra (1 minute) timeout is allowed for each extra period. Unused timeouts accumulate and may be used at anytime during the extra period(s). Timeouts can be called by the coach or team player.
- F-3. All players must report in to the official scorer and be called in to the game by the referee. All players must report in to the game with the official scorer at the start of each quarter.
- F-4. Players may only enter the game in dead ball, timeout, or quarter break situations.
- F-5. The first quarter of each game and all overtime quarters will start with the referee tossing the ball just above the heads of the centers in the half court jump circle. All other quarters will begin with the ball being awarded to teams on the basis of alternating possession.
- F-6. Overtime periods for high school and senior level teams will be four (4) minutes in duration and will be played until there is no tie at the end of the period. Overtime periods in Junior level teams will be three (3) minutes in duration and will be played until there is no tie at the end of the period.
- F-7. The 3 point shot line will be honored, in accordance with Federation rules. The distance of the line will be 19 feet 9 inches.

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- F-8.** The IHSA rule regarding movement on free throws will be used. Players are allowed to enter the free throw lane as soon as the ball leaves the shooters hand.
- F-9.** During a free throw, all players will move up one marked lane space, leaving the two spaces closest to the end line vacant. A new mark (2 inches by 8 inches) must be applied to the lane line near the free-throw line to designate the last 3-foot marked lane space.
- F-10.** A “Mercy Rule” will be used in all levels of play. The rule is only used in the fourth quarter of a game. It takes effect when one team is ahead by 30 points or more. At that time, teams will not be allowed to press and the clock becomes a running clock, stopping only for time-outs, replacing a disqualified player, an injury, a technical foul or a correctable error. If a team continues to press, the bench will be issued a technical foul and if a second offense occurs, the head coach will be ejected.
- F-11.** Any coach or player ejected from a game will also be suspended from the next scheduled game. A suspended coach/athlete will not be allowed to sit on the bench.

## **SECTION G - FOULS AND VIOLATIONS**

- G-1.** Bench decorum rules will be followed at Special Olympics Illinois tournaments. The first technical foul charged directly or indirectly to the head coach will result in loss of standing privileges and the coach must stay seated for the remainder of the game.
- G-2.** A bonus free throw (one and one) situation will be in effect with the seventh team foul of each half. On the tenth team foul 2 free throws will be awarded for each subsequent foul of each half.
- G-3.** Technical fouls will be called for flagrant rule violations, unsportsmanlike behavior, or failure to properly enter players into the game. All technical fouls will result in two free throws and loss of possession.
- G-4.** Technical fouls count toward a player’s five individual fouls as well as team fouls.

## **SECTION H - OFFICIALS AND DUTIES**

- H-1.** All officials will conduct the game according to Federation Rules.
- H-2.** Officials will have the power to stop play and call an official timeout due to injury, undue delay, or safety considerations that will not be charged to either team.
- H-3.** Officials will have the power to make all decisions on any points not specifically covered in the rules and Games officials' judgments will be final in all game related situations.
- H-4.** A tournament committee will be responsible for decisions related to Special Olympics philosophy, concept, and adaptations only.

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**H-5.** The referee has the power to remove all individuals from the game if a player, coach, or team's conduct warrants such action.

## **SECTION I - ADAPTIVE RULES**

- I-1.** The three second lane violation will be enforced at all levels.
- I-2.** Players will be allowed continuous one or two hand dribble with minimal hesitation. However, once a ball is picked up and held, the player must pass or shoot. An attempt to dribble again will be considered a violation.
- I-3.** Players will be allowed two extra steps in starting or stopping the dribble. A stationary player may be allowed to shuffle his or her feet. However, if the player scores or escapes the defense as a result of these extra steps and an advantage has been gained, a violation will be called immediately.
- I-4.** Dunking is permitted provided the facility has "break-away" rims. However, athletes will not be allowed to hang on the rim at any time. A technical foul will be assessed if the referee determines this rule has been violated.

## **SECTION J - TOURNAMENT PLAY**

- J-1.** All teams must play at least three games before entering tournament competition. Two of the three games must be played against other Special Olympic agencies besides your own. The teams played and scores must be submitted with Area or District entry forms.
- J-2.** District tournaments will be held at selected locations to determine State qualifying teams. Teams will play no more than two games on any one day. Round robin rules will be used to determine division ties.
- J-3.** All teams will play a minimum of two games at the Special Olympics Illinois State Tournament.
- J-4.** In tournament play, if the original starting or game time must be moved back due to the length of a previous contest, games will be started ten minutes after the conclusion of the preceding contest.
- J-5.** In tournament play, offensive baskets will switch at the half of all games.
- J-6.** At district or state competitions, if a team is playing on a court where the team benches are at the end of the court, one coach from the team may be positioned at the opposite end of the court in the designated coach box measuring 5 meters wide and 2 meters in depth. The coach box will be located to the right of the basket.
- J-7.** When team benches are in traditional location on the sidelines: The new coach box rule adopted by the IHSA extending its length is NOT being adopted for SOILL competitions. The sideline coach box for all SOILL competitions will remain 6 feet in length.