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Section A. Equipment & Uniforms

1. Team Uniform
   a. All players must wear uniform shirts of the same dominant color (*front and back*). Shirts must have approved Special Olympics Massachusetts logo and branding.
      i. Shirts must be numbered both front and back
      ii. No two players on a team can wear the same number
      iii. Teams shall use numbers 0 and 00 and from 1 to 99
   b. All players must wear athletic shorts with no pockets of the same dominant color, but does not need to match the tops.
      i. Players that are not in matching team uniform will not be allowed to compete.
      ii. Players that enter the game without proper uniform will be removed from competition and the offending team will be assessed a technical foul.
   c. Uniforms must meet all Special Olympics Massachusetts guidelines and logo usage
      i. No uniforms may have sponsorship or advertisement of any kind
   d. Players must wear athletic shoes (*Basketball shoes preferred*)
   e. Players may not wear any headwear with the exception of religious coverings.
   f. The following are not permitted in competition:
      i. Finger, hand, wrist, elbow and forearm guards, casts or braces made of leather, plastic, pliable (*soft*) plastic, metal or any other hard substance, even if covered with soft padding.
      ii. Objects that could cut or cause abrasions
      iii. Headgear, helmets, jewelry, wheelchairs, walkers, canes, crutches
      iv. Any other coverings, braces or equipment must be approved by the Head Referee and Staff/Management Team Member.
   g. The following are permitted in competition:
      i. Knee braces if they are properly covered.
      ii. Protector for an injured nose, even if made of a hard material.
      iii. Mouth guard.
      iv. Spectacles, if they do not pose a danger to other players.
      v. Headbands, compression sleeves, compression stockings and wristbands
2. **Competition Equipment**
   a. **Basketball**
      i. All Senior (15-21) and Masters (22+) Divisions will use size 7 (29.5 inch) basketballs
         1. Junior’s (8-15) can use either a size 7 (29.5 inch) or a size 6 (28.5 inch)
      ii. All game balls must be inspected and approved by the Head Referee
   b. **Court**
      i. Court must be clearly marked and free of obstructions
      ii. Three point lines - Three point will be awarded **only** if all courts within the venue are clearly defined/marked. If any court in the venue does not have a defined three point line no courts will be awarded three point shots
      iii. A form of seating will be provided for both teams- benches or chairs
      iv. Coaches must remain by their team bench and cannot coach the entire sideline.
         1. Coaches and team chaperones may not coach at the baseline or shadow players
      v. Courts will have a scoring table that will be staffed by volunteers
         1. Teams must submit complete rosters prior to the start of the game clearly marking athletes & Unified Partners with their appropriate uniform number.

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### Section B: Game Format and Timing

1. **Length of Game**
   a. **Local Competition/Community Games or Recreational Competition**
      i. Games will be scheduled in 45 minute game blocks
      ii. Teams will play two equal halves of 15 minute running time
      iii. The clock will stop during the final minute of each half, during all timeouts and at the discretion of the referee or Games Management Team/Staff
   b. **State Qualifying Tournament**
      i. Games will be scheduled in 45 minute game blocks
      ii. Teams will play two equal halves of 15 minute running time
      iii. The clock will stop during the final minute of each half, during all timeouts and at the discretion of the referee or Games Management Team/Staff
   c. **Season Ending Tournament**
      i. Games will be scheduled in 60 minute game blocks
      ii. Teams will play two equal halves of 17 minute running time
      iii. The clock will stop during the final minute of each half, during all timeouts and at the discretion of the referee or Games Management Team/Staff
2. Ending a game
   a. Coaches must verify and sign correct score on score sheets at the scorer’s table at the conclusion of each game.
   b. Any score discrepancy must be resolved at that time. If a coach does not verify and sign the score at this time, the score turned in by the scorekeeper will stand.

3. Overtime and Tied Games
   a. Local Competition/Community Games or Recreational Competition
      i. Game will end in a tie
   b. State Qualifying Tournament
      i. Game will end in a tie
   c. Season Ending Tournament
      i. If the division is a round-robin format the game will end in a tie
      ii. If the division is playing seeded bracket play during the two day tournament
          1. During seeding play (round robin format)- Game will end in a tie
          2. During medal play (Seeded advancement format) - Teams will play a 5 minute overtime period until a winner is declared. Teams will be given 1 timeout that can be used during overtime. Previous unused timeouts do not carryover

4. Games lost by Forfeit
   a. A team will forfeit a scheduled game if they are:
      i. Not present for competition
         1. Local/ Community or Recreational Game or State Qualifying Tournament- More than 5 minutes late for the scheduled game block
         2. Season Ending Tournament- More than 10 minutes late for the scheduled game block
      ii. Team cannot field the appropriate number of players
         1. Unified teams must have a minimum team composition of 2 athletes and 2 Unified Partners on the court to remain eligible for competition
         iii. Team refuses to play after being instructed to do so by the referee or Management Team/Staff
   b. Forfeited score will be recorded as 15-0 for point differential. Any team with a forfeit loss in their record will automatically lose the tiebreaker.
5. Timeouts
   a. Timeouts
      i. Each team will be allowed four 30-second time-outs per game
         1. Each team will be allowed 2 time-outs during the first half and 2
time-outs during the second half. Unused time-outs do not
carryover.
      ii. The referee may call a player injury timeout
      iii. The referee or Management Team/Staff can stop the clock at his/her
discretion and is advised to do so at any time. For example allowing the
clock to run when the ball bounces well out of play gives one team an
unfair advantage. In this case the clock should be stopped.
      iv. Officials will grant a player or coach an oral or hand signal request for
time-out
         1. To call a timeout the team must have established possession of
the ball or during a dead ball situation

6. Substitutions
   a. Teams may only substitute players during a substitution opportunity. These
opportunities are:
      i. The ball becomes dead and play is stopped
      ii. The ball becomes dead following a successful last or only free throw
      iii. During a time-out. If substitutions are made during a time-out they must
report to the scoring table prior to entering the game.
   b. When the venue is equipped the scoring table will sound the signal to notify
officials that there is a substitution.
   c. Teams are expected to substitute in a timely manner. If in the judgement of an
official, there is a delay of game, a time-out shall be charged against the
offending team. If the team has no time-outs remaining a technical foul for
delaying the game may be charged against the coach.
   d. Substitutes must wait near the scoring table at the nearest end of the bench to
not obstruct play until the substitution period is granted
   e. If a team substitutes during play and does not wait until a substitution opportunity
the official will stop play immediately and assess the coach a technical foul
   f. If the free throw-shooter must be substituted because he/she:
      i. Is injured
      ii. Has committed their 5\textsuperscript{th} foul
      iii. Has been disqualified
         1. The free throw(s) must be attempted by the substituting player.
Section C: Competition & Modifications

1. Gameplay
   a. Teams are required to have a minimum of 4 rostered players in order to start a scheduled competition.
   b. All rules will be enforced with exception of the below modifications
      i. Traveling- Player may take two steps beyond what is allowed before they are called for travelling
         1. If the additional steps allow the player to gain an advantage such as escape a defender or score a travel should be called immediately
      ii. Three Point Shots
         1. Three point will be awarded only if all courts within the venue are clearly defined/marked. If any court in the venue does not have a defined three point line no courts will be awarded three point shots
      iii. Full Court Press
         1. Teams competing in the Juniors (8-15) Division cannot run a full court press
         2. Teams competing in all Seniors (15-21) and Masters (22+) Divisions can run a full court press
   iv. Game Timing
      1. Game clock will be running time until the last minute of each half
         a. Length of games are detailed in Section B.1
      2. Clock will only stop for time-outs and at the officials discretion
   v. Fouls
      1. Players are allowed 5 fouls per game.
      2. Once a player commits their 5th foul they will be removed from the game

Section D: Team Registration and Advancement

1. Registration
   a. Teams must submit a complete registration on or before the established deadline for the Winter Sports Season.
      i. Complete Registrations contain:
         1. Team Roster with all athlete, coach and unified partner information
            a. Teams must submit teams with unique team names. For example teams cannot be named Boston Patriots, Boston Patriots 2
         2. Team Rating Form complete for all participants on the team.
            (Summary page only)
b. Rosters limitations
   i. Rosters must have a minimum of 8 and a maximum of 15

c. Registrations can be sent to the Special Olympics Massachusetts Operations Department
   i. Ops@SpecialOlympicsMA.org

d. Teams that do not submit the appropriate materials by the established deadline will be ineligible to advance through levels of competition.

2. Advancement
   a. Teams must meet established criteria to remain eligible to advance through levels of competition.
      i. Meet all established deadlines for paperwork
      ii. Certified Head Coach
         1. Teams must have a non-playing fully certified head coach
      iii. Compete at assigned Community Games and Local Invitational Competitions
      iv. Attend assigned Qualifying Tournament and compete within assigned division.
      v. Place in the top two of the assigned division at the Qualifying Tournament

Section E: Unified Sports

1. Roster Composition
   a. Teams must submit a roster with a minimum of 9 and a maximum of 15.
   b. Teams must have at minimum 4 Unified Partners
      i. Teams that do not meet this minimum will be moved to compete in Traditional Basketball

2. Team Composition- On the Court
   a. Unified Sports teams are expected to follow the 50/50:60/40 rule and will at all times have their lineup on the court be 3 athletes and 2 Unified Partners

3. Rule Restrictions
   a. There are no rule restrictions or modifications made for Unified Sports divisions
   b. Teams are expected to play as a team and have all members contribute in a meaningful manner
   c. If a team elects to place restrictions on their players this is a coaching philosophy. This coaching philosophy and style of play does not need to be followed by the opposing team
4. Unified Sports Player Development
   a. Unified Sports Player Development is a training model for athletes to progress their skills through gameplay
   b. In this format of Unified Sports the Unified Partners are commonly at a higher skill level than the athletes and are expected to aid in the facilitation of the game
   c. There are no rule restrictions on what partners and athletes can and cannot do during competition.
      i. If a team elects to not allow their Unified Partners to shoot this is a coaching philosophy and the other team is not required to play under these rules.
   d. Competition Modification
      i. A 3 second rule will be enforced on both offense and defense. This rule is to create movement and avoid having a player dominate all rebound opportunities