Team Name: $\qquad$ Division: $\qquad$
Delegation Name: $\qquad$

## Final Score:

# $1^{\text {st }}$ Half ㅁ 

Max: 55 points
$2^{\text {nd }}$ Half


Max: 55 points

TOTAL


Max: 110 points $\mathbf{1}^{\text {st }}$ Half
$1^{\text {st }}$ Rotation

$2^{\text {nd }}$ Rotation

$3^{\text {rd }}$ Rotation

$4^{\text {th }}$ Rotation

$5^{\text {th }}$ Rotation


[^0]
## $\mathbf{2 n d}^{\text {nd }}$ Half


*Key: P=Pass / C=Catch / FG=Field Goal

| Athlete Name | Uniform \# | Starting Position |
| :--- | :--- | :--- |
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# Special OLympics Washington 

## TEAM SKILLS COMPETITION RULES

- Mark five spots around the floor, similar to a $2-1-2$ zone defense with players positioned 4 meters ( $13 \mathrm{ft} 11 / 2 \mathrm{in}$ ) apart from each other.
- Teams should submit their roster prior to the start of the game.
- 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.
- 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.
- 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.
- 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.
- When the ball reaches position 5 the athlete then attempts a field goal. No dunks are permitted.
- Play alternates between each team following the completion of each round. Once each team has completed five rounds, the first half ends. A five-minute halftime intermission follows. 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. Substitutes are allowed into the game only after a round has been completed.
- Players must rotate in numerical sequence to the next position after each round.
- Team receives 1 point for a correct pass and 1 point for each successful catch.
- Team receives 2 points for each successful made field goal. A bonus of one point is awarded for each complete successful round of passing, catching, AND a made field goal.
- Max points for a half is 55 points and the max for a game is 110 .
- In case of a tie game at the end of the ten rounds, we will have Overtime period until a one of the teams scores more points in a round.
- For the first round of overtime, coaches may put any athlete at any of the positions. However, after the first round they must move in sequential order.


[^0]:    *Key: P=Pass / C=Catch / FG=Field Goal

