

2/8-2/9 Competitions Volunteer Information

Referees Needed! We are looking for volunteers at all our events who can help officiate. All it takes is a basic knowledge of the game. We supply the shirts and whistles! If you feel up to officiate, please let us know when you check in!

- 2/8 Southwest Basketball Regionals
 - Venues: Lakewood Community Center, Manitou Park Elementary, University Y Student Center. Please note that these venues have changed from the original locations of Foss and Wilson High Schools.
 - Check-In Information: Manitou Park Elementary volunteers, please report to Lakewood Community Center for check in. For those located at Lakewood Community Center or the University Y Student Center report directly there for check in.
 - Timing information: Originally our day was slated to start at 7:00am, check in time is now 7:30am. Some games might run slightly past the scheduled time. If you can stay later please let us know.
 - Who to look for: University Y – Alex Rider, Manitou Park Elementary – Riley Stockton. Lakewood Community Center – Stephen Opland and Lauren Tyndorf.
- 2/8 District 3 Unified Basketball
 - Venues: Bonney Lake High School and Mountain View Middle School.
 - Check-In Information: All volunteers report to Bonney Lake High School.
 - Calling all volunteers: We are still need of many more volunteers. Please invite your friends and family to join you!
 - Who to look for: Morgan Larche.
- 2/8 Northwest Unified Basketball
 - Venues: Lynnwood High School and Edmonds-Woodway High School. Please note that College Place Middle School is no longer a venue on 2/8 so please report to the school of your choice.
 - Check-In Information: Please report directly to the high school of which you signed up.
 - Timing: Some games might run slightly past the scheduled time. If you can stay later please let us know.
 - Who to look for: Edmonds Woodway High School – Robbie Husom. Lynnwood High School – Punkie Doyle and Brian Marchand.
- 2/8 East Region Basketball
 - Venue: Washington State University-Bohler-Smith Complex.
 - Check-In Information: Please follow the signs for volunteer check-in.
 - Who to look for: Grant Opland.
- 2/8 Tacoma Polar Plunge
 - Venue: Owen Beach, Tacoma Washington.
 - Check-In Information: Follow the signs for volunteer check in.
 - Parking Information: If parking on site is full, over flow parking is available at the Point Defiance Zoo where a shuttle will take you to the venue.
 - Who to look for: Ellie Hardwick

- 2/9 Northwest Basketball Regionals
 - Venues: Edmonds-Woodway High School, Lynnwood High School and College Place Middle School.
 - IMPORTANT CHECK-IN INFORMATION: If you are arriving in the morning, ALL volunteers report to Edmonds-Woodway High School for check in, as we cannot congregate at Lynnwood due to a church service. If you are arriving in the afternoon, please report directly to your location.
 - Timing: Some games might run slightly past the scheduled time. If you can stay later please let us know.
 - Who to look for: Edmonds Woodway High School – Alex Rider. Lynnwood High School – Punkie Doyle. College Place Middle School – Gary Leonard and Maki Munson.

OFFICIALS -- EMPHASIS SHEET

The Official Special Olympics Sports Rules Book and the National Federation of State High School Rules Book shall govern this tournament. These rules apply to Region level competitions.

RULES EMPHASIS points below:

All Unified Teams will play two 15 minute halves with a running clock. * **The clock will stop in the last minute of the game for each dead ball that occurs (i.e. foul shots, time-out, injuries-ONLY).**

All community-based traditional teams will play four 6 minute quarters with running clock. * **The clock will stop in the last minute of the game for each dead ball that occurs (i.e. foul shots, time-out, injuries-ONLY).**

NOTE: *If game has a 15 or more point spread at the end of the second half – get both coach's permission and keep the clock running during the last minute. Make sure timer knows the clock does not stop!

One-minute intermissions will follow both the 1st and 3rd quarters and 3 minutes between halves.

Begin game with jump ball – alternating position for remainder of game (except overtime – see rule)

Team rosters must have a minimum of 5 players and a maximum of 10 players.

A team may be granted 4 (1 minute) time-outs per game (2 per half). Unused time-outs do not carry into second half!

The three-second-rule restriction is enforced when team control exists in the opponent's frontcourt.

When attempting a free throw, no one (including the shooter) can enter the three second lane until the ball has **touched the rim.**

During multiple free-throw personal fouls, substitutions may be made only before the final attempt in the sequence and after the final attempt has been converted.

The free throw shooter shall release the ball within 10 seconds from the time it is placed at the shooter's disposal by one of the officials.

Women and Junior Division **must** play with a smaller ball, 28 ½ inches in circumference.

A player/head coach may now orally or visually request a time-out.

The roster shall contain a proportionate number of Athletes to Partners.

During UNIFIED competition, the line up shall never exceed three Athletes and two Partners at any time. Failure to adhere to the required ratio results in a forfeit.

Overtime – If overtime is required due to a tie at the end of regulation play, it will begin with a flip of a coin for possession (then move to alternating possession). A one-minute intermission will follow regulation play. To determine the winner of the game, there will be one 3 min period. If the score is still tied after the 1st period, a one-minute halftime will follow another 3 min overtime period. The first team to score in the second period will be declared winner of that game. The clock will stop during the last minute of overtime for all dead ball situations.

Two Step Rule – A player may take two steps beyond what is permitted by NGB rules. However, if the player scores, is deemed to have “traveled” or escapes the defense as a result of these additional steps, an advantage has been gained – a violation is called immediately. Officials may adjust according to skill levels and game results.

Double Dribble – It is a violation for a player to double dribble. However, officials may adjust according to skill levels and game results.

Defense – any type of defense allowed including full court press, zone, person-to-person

Fouls – all typical fouls are called and recorded. Bonus and double bonus team fouls awarded. Two (2) free throws awarded beginning with the tenth team foul in each half.

Substitutions – after dead ball and when directed by official.

GAME MANAGEMENT EMPHASIS points below:

Games begin every 60/45 minutes. Reduce halftime length if running behind. Give incoming teams a shorter amount of time to warm up.

Make sure the scorekeeper records all fouls accurately (individual and team) – do you have their attention when reporting the foul? Remember - we begin shooting 2 free throws on the 10th team foul.

Stay attentive to the flip chart – did the score keeper get the points added correctly?

If we are using hand held stop clocks or phones – stay close to timer toward the end of the second half – especially if the game is close!

Remind one of the score keepers to immediately submit the score sheet to the reporting station after the game.

Assist the score keeper in making sure the score sheet is complete and accurate before the game starts.

Stay on your court until your replacement arrives – if scheduled. Be prepared to begin game if replacement is late or does not show up.

Blow your whistle loudly and “sell the call”! Make sure you are heard!

Keep “high fives and pounds” to minimum – encourage in other ways.

Slow the game down if emotions begin to build – you are in control of your court.

Keep “possession” direction in your pocket – work at making sure you both have the same direction. Switch possession at half time!

Teams warm up at the opposite end of where they are sitting on the bench. Don't forget to have the teams switch ends at half time. Game ball stays at table – no teams may use for warm up!

Identify the team's “head coach” before the game starts – only the “head coach” is allowed to communicate with you during the game.

Set the “tone” right away on your court – you are in control.

SCORE KEEPER -- EMPHASIS SHEET

RULE EMPHASIS points below:

During competition, the line up shall never exceed three Athletes and two Partners at any time. Failure to adhere to the required ratio results in a forfeit. Let one of the officials know if you suspect a violation.

Fouls – all typical fouls are called and recorded. Bonus and double bonus team fouls awarded. Two (2) free throws awarded beginning with the tenth team foul in each half. Make sure the officials know when a team has reached 7 team fouls in the half!

Substitutions – after dead ball and when directed by official. Remind players to wait until officials signal them to come into the game.

Team rosters must have a minimum of 5 players and a maximum of 10 players.

GAME MANAGEMENT EMPHASIS points below:

One of the SCORE KEEPERS is responsible to submit the score sheet to the reporting station immediately following the game and then return quickly to prepare for the next scheduled game. The other SCORE KEEPER can start preparing sheets for next game.

Work with the coaches and their "team line up sheet" before the game to make sure that all required information on your score sheet is accurate and complete. **IMPORTANT:** The coach needs to keep the "team line up sheet" for future games.

Immediately get an official's attention if you have a question regarding a foul, i.e. who committed it.

Let the officials know if a player commits his or her 5th personal foul – they will need to leave the game.

TIMER -- EMPHASIS SHEET

RULE EMPHASIS points below:

All Unified Teams will play two 15 minute halves with a running clock. **The clock will stop in the last minute of the game for each dead ball that occurs (i.e. foul shots, time-out, injuries-ONLY).**

All community-based traditional teams will play four 6 minute quarters with running clock. **The clock will stop in the last minute of the game for each dead ball that occurs (i.e. foul shots, time-out, injuries-ONLY).**

One-minute intermissions will follow both the 1st and 3rd quarters and 3 minutes between halves.

A team may be granted 4 (1 minute) time-outs per game (2 per half).

Overtime – If overtime is required due to a tie at the end of regulation play, it will begin with a flip of a coin for possession. A one-minute intermission will follow regulation play. To determine the winner of the game, there will be one 3 min period. If the score is still tied after the 1st period, a one-minute halftime will follow another 3 min over time period. The first team to score in the second period will be declared winner of that game. The clock will stop during the last minute of overtime for all dead ball situations.

Substitutions – after dead ball and when directed by official.

GAME MANAGEMENT EMPHASIS points below:

Games are scheduled to begin every 45 minutes. If running behind – give the teams scheduled for the next game no more than 5 minutes for warm up. Reduce halftime to approx. 3 minutes in order to move things along.

Make sure the officials are aware of how much time is remaining towards the end of each half – especially the second half during the last minute of the “stop clock”.

Officials can – with approval from coaches – decide to keep the clock running during the last minute of the second half if the game spread is 15 or more points.

Make sure to blow the whistle loudly when the time expires at the end of first and second half!

Keep game ball at table when not being used! Nobody can use it for warm ups!