

# SOPA Specific Rules 3x3 Basketball

**Special Olympics**  
Pennsylvania



## GOVERNING RULES

The Official Special Olympics Sports Rules for Basketball shall govern all Special Olympics competitions. As an international sports program, Special Olympics has created these rules based upon International Basketball Federation (Fédération Internationale de Basketball) (FIBA) rules for basketball found at <http://www.fiba.com>. FIBA or National Governing Body (NGB) rules shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Basketball or Article I. In such cases, the Official Special Olympics Sports Rules for Basketball shall apply.

Refer to [Article 1](#) for more information pertaining to Codes of Conduct, Training Standards, Medical and Safety Requirements, Divisioning, Awards, Criteria for Advancement to Higher Levels of Competition, and Unified Sports.

The information outlined below is meant to supplement and clarify the rules outlined in the [Sports-Essentials Basketball 3x3 Rules 2024](#)

SOPA will follow the rules outlined below at each of the Spring Sectionals and Summer Games.

## SPRING SECTIONALS AND SUMMER GAMES OFFICIAL EVENTS

- The following sports will be offered at Special Olympics Pennsylvania's Spring Sectionals and Summer Games.
  - 3x3 Competition
  - Unified Player Development 3x3 Competition

## 3x3 DIVISIONING

- **The Head Coach is required to Complete the [Basketball Assessment for Teams](#) within their TRACKER to assist with Divisioning.**
- At competition, the Head Coach must also identify his/her three best players in terms of their on-court playing ability by placing a star next to their names on the roster.
- A preliminary round (or rounds) of games shall then be conducted as a means of finalizing the divisioning process. In the preliminary round, teams will play one or more games with each game lasting no longer than eight minutes.
- Teams may be moved from any division throughout the pool play process in order to maintain competitive balance. The Divisioning Committee reserves the right to adjust the divisioning prior to the

medal round (Summer Games).

- Every effort will be made to guarantee the integrity of the games and divisioning process. The ultimate goal of the Com Rules mittee is to select divisions with teams of similar age and ability. The decision of the Committee is final and may not be appealed/protested.
- Each team will be required to play all team members during a preliminary game.

## MINIMUM AND MAXIMUM

- **A team roster may have a minimum of three players and a maximum of five players.**
  - Teams may travel with three players. **WE ARE STRONGLY ENCOURAGING 4**
- **Unified Roster may have a minimum of three players (2 athletes and 1 partner) and maximum of eight players, ratio of athletes to partners must always remain with 2.**
- A team may have up to five players, which includes three starters and two substitutes.
- Each team must start the game with three players. A team may drop below three after the start of the game due to player injury or illness but must have three to start the game. There must be a minimum of two players on the court.
- For Unified 3x3, the minimum ratio will be one athlete and one partner. If the team cannot meet the minimum ratio due to disqualification or injury, the team will have to forfeit the game.

## THE GAME

- The game will be played for **10 minutes or until 21 points.**
- A made field goal counts one point unless attempted from behind the arc, then it counts 2 points. A made free throw counts one point.
- There will be a **stop** clock applied. The clock will stop for all dead ball situations (e.g., fouls, violations, field goals with fouls, and timeouts).
- **A shot clock will not be used during Sectionals and Summer Games. If a team is not sufficiently trying to attack the basket, the referee shall give them a warning by counting the last 5 seconds.**
- The clock continues to run after a made field goal.
- The game will start with a flip of a coin for possession. The team that wins the coin flip decides whether it takes the ball or leave it, in order to get in potential overtime. There is no jump ball.
- If overtime is required due to a tie at the end of regulation play, the team that didn't start the game with ball possession, will start the overtime. **A 3-minute overtime will be played.**

## COMPETITION

- The referee will handle the ball after any and ALL made shots as well as on all out-of-bounds plays. The ball is dead after a foul or violation is called, or any other time the referee blows his/her whistle.
- The in-bound spot in all cases (fouls, violations, out-of-bounds, timeouts and after made shots) will be from behind the arc/top of the key. The referee will hand the ball to the offensive team to begin play.
- Possession of the ball given to either team following any dead-balls-situation shall start with a check ball, i.e., an exchange of the ball **(between referee and the offensive player)** behind the arc at the top of the court.
- On any change of possession, the team which just gained possession of the ball must take the ball back behind the arc (2-point line) before shooting player is considered to be behind the arc when neither of his/her feet are inside nor on the arc line.
- A violation has occurred when the defense who has just gained possession of the ball attempts a field goal without taking it back behind the foul line extended. If a shot is attempted by the defense after a gained possession without taking it back to the arc, the possession returns to the offense as a dead ball and will need to be inbounded at the check ball spot located at the top of the key behind the arc.
- Substitutions may be made on a dead ball prior to the check ball (referee to athlete).
- Substitutions require no action from the referees or table officials.
- One 60-second time out is allowed per team. A player injury timeout may be called by the referee.
- On those courts where the basket support is on the playing court, a player whose body touches the support is not considered out-of-bounds unless he/she has control of the ball. If the ball touches the support, it is considered out-of-bounds. No player may use the support to gain advantage or put an opposing player at a disadvantage.
- Officials will grant a player or a coach's oral or hand signal request for a timeout.

## FOULS AND PENALTIES

- A foul is an infraction of the rules involving personal contact with an opponent or unsportsmanlike behavior. It is charged against the offender.
- If a contact foul is committed on a player not in the act of shooting:
  - The game shall be resumed with a check-ball **(referee to non-offending team)** by the non-offending team.
  - If the offending team is in the team foul situation; 2 free throws shall be awarded as of the 7th team foul. 2 free throws and ball possession shall be awarded as of the 10<sup>th</sup> team foul.
- If a contact foul is committed on a player in the act of shooting, that player shall be awarded with a number of free throws as follows:
  - If the shot released from the field goal area is successful, the goal shall count and, in addition, 1

free throw. 2 free throws shall be awarded as of the 7<sup>th</sup> team foul. 2 free throws and ball possession shall be awarded as of the 10<sup>th</sup> team foul.

- If the shot released from inside the arc is unsuccessful, 1 free throw. 2 free throws shall be awarded as of the 7<sup>th</sup> team foul. 2 free throws and ball possession shall be awarded as of the 10<sup>th</sup> team foul.
- If the shot is released from behind the arc is unsuccessful, 2 free throws.

## **A technical foul shall count as a team foul.**

- The opponents shall be awarded 1 free throw. The game shall be resumed as follows:
  - The free throw shall be administered immediately. After the free throw, the check-ball (referee to athlete) shall be administered by the team which had control of the ball or was entitled to the ball when the technical foul was called.
  - If a valid field goal, or a last free throw is scored, the game shall be resumed with a check-ball (referee to athlete) for the last defensive team.
  - If neither team had control of the ball nor was entitled to the ball, a jump ball situation occurs. The game shall be resumed with a check-ball (referee to athlete) for the last defensive team.
- All unsportsmanlike fouls are counted as 2 fouls for team foul purposes.
  - The first unsportsmanlike foul of a player shall be penalized with 2 free throws, no ball possession. If the first unsportsmanlike foul of a player is committed on a player in the act of shooting and the goal is made, it shall count and in addition 2 free throws shall be awarded.
  - The second unsportsmanlike foul of a player shall be penalized with 2 free throws and ball possession. If the second unsportsmanlike foul of a player is committed on a player in the act of shooting and the goal is made, it shall count and in addition 2 free throws and ball possession shall be awarded.

## **Points of Emphasis**

It is a violation for player to “double dribble.”

## **Unified Sports® Events**

- Unified Sports Team Competition 3x3
  - The roster shall contain a proportionate number of athletes and partners.
  - It is required that athletes and Unified partners are of similar age and similar ability. For more information on similar age and ability, please see Sport Rules Article 1 Section 14.1.2

- Team 3x3: Basketball (Start of game 3 players on court / team can drop down to max 2 players):
  - 2A/1P (Start of the game)
  - 1A/1P
- Only Athletes can be replaced by Athletes and Partners can only replace Partners.
  - Each team shall have an adult non-playing coach responsible for the lineup and conduct of the team during competition.