

SPECIAL OLYMPICS NEW JERSEY

BASKETBALL TOURNAMENT RULES

GENERAL RULES AND MODIFICATIONS

1. All games consist of four, 8-minute quarters, running time with the exceptions listed below:
 - a. The clock stops ONLY on foul shots and timeouts.
 - b. During the last two minutes of the second half (4th quarter), the clock stops on every whistle.
2. All teams must maintain a ratio of three (3) Special Olympics Athletes to two (2) Unified Partners on the floor at all times.
 - a. After a game begins and during competition, only the following lineup ratios are allowed: 3 athletes and 2 partners, 2 athletes and 2 partners, 2 athletes and 1 partner, 1 athlete and 1 partners. Failure to adhere to the required ratio results in a forfeit.
3. If overtime is necessary, the period is five minutes, running time.
 - a. During the first 4 minutes of overtime, the clock stops ONLY on foul shots and timeouts.
 - b. During the last minute of overtime, the clock stops on every whistle.
 - c. Each team receives one additional full timeout during the overtime period.
 - d. Timing rules listed above are in effect for multiple overtime periods if needed.
 - e. Time outs earned in previous overtime periods do not carry over in additional overtime period.
4. Teams are allotted five timeouts per game.
 - a. Two (2) thirty second time outs
 - b. Three (3) full (one minute) timeouts.
5. The bonus occurs in each half when a team picks up its 7th team foul.
 - a. The bonus will ALWAYS result in 2 free throws.
 - b. Team fouls are reset to zero at the beginning of the second half.
6. Expanded intentional foul definition: The foul shall also be ruled intentional if, while playing the ball, a player causes excessive contact with an opponent.
7. It is not a violation if a defensive player, who jumped from the front court, secures control of the ball while both feet are off the floor and he or she returns to the floor with one or both feet in the back court.
8. One team warning per game for delay of game if player interferes with the ball after a basket is scored.
 - a. A technical foul will be called and enforced thereafter.
9. No free throws will be taken for double technical fouls or simultaneous technical fouls by opponents.

- a. Play resumes with an alternating possession throw-in at the division line.
- 10. No player in a marked lane space shall fake entrance into the lane to cause an opponent to enter early and commit a violation.
- 11. During a Free Throw all players must wait until the ball hits the rim before they can step in.
- 12. In a free-throw situation; there are no substitutions permitted until after the first free throw.
- 13. IAABO officials are used; therefore SONJ uses IAABO rules to govern basketball games.