



LEVEL 1 MODIFICATIONS – LOW LEVEL – Traditional 5 v 5 Basketball

Level 1 is designed for teams that need a coach on the court to facilitate play, if a coach is not needed on the court then that team should play Level 2

1. Team will play 5 Special Olympics Athletes on the court.
2. Teams will play four 6-minute quarters with a 5-minute halftime.
3. If the regulation games end in a tie, a 3-minute overtime period will be played—with no change of basket.
4. A jump-ball will begin play in Level 1.
5. Fouls will be called when the action of a player impedes the progress of an opponent.
6. Only a coach may call a time-out. (Unlimited substitutions on a dead ball with referee's permission.) 1 timeout per half and 1 timeout in overtime.
7. There will be a lane violation called if a player is using the lane to his/her advantage continuously.
8. Running with the ball without dribbling will not be allowed.
9. Flagrant double dribbling will not be allowed.
10. Defense in the back-court and the fast-breaks will not be allowed.
11. A junior or women's basketball can be used for Level 1 Team play.
12. 3—point shots will be allowed in Level 1.
13. National High School Federation Rules will govern in cases not specifically covered in these adaptations.
14. The clock will stop on every whistle.
15. Teams will switch baskets at the half.

LEVEL 2 MODIFICATIONS – INTERMEDIATE LEVEL – Traditional 5 v 5 Basketball

1. Team will play 5 Special Olympics Athletes on the court.
2. Teams will play four 6-minute quarters with a 5-minute halftime.
3. A jump-ball will begin play in Level 2.
4. Fouls will be called when the action of a player impedes the progress of an opponent.
5. There will be a 5-second lane violation rule in effect.
6. Only a coach may call a time-out. (Unlimited substitutions on a dead ball with referee's permission.) 1 timeout per half and 1 timeout in overtime.
7. Traveling will be called when a player with the ball exceeds 2 steps without dribbling.
8. Coaches will be allowed to stand at mid-court on the sidelines only on bench-side.
9. 3—point shots will be allowed in Level 2.
10. Defense in the back-court and the fast-breaks will not be allowed
11. A regulation size basketball will be used for Level 2 Team play. National High School Federation Rules will govern in cases not specifically covered in these adaptations.
12. The clock will stop on every whistle.
13. Teams will switch baskets at the half.

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Created by the Joseph P. Kennedy Jr. Foundation for the benefit of persons with intellectual disabilities



LEVEL 3 – Unified 5 v 5 Basketball

1. Teams will play 3 Special Olympics Athletes and 2 Unified Partners on the court
2. The Competitive model of Unified Sports will be utilized, meaning that Athletes and Unified Partners are teammates and will play to the best of their ability as teammates. This does not mean that any one player may dominate the play of their team.
3. IF the Referee feels that a player is dominating his or her team, that player will receive a warning, after the warning the player may be removed from the game. Dominating play will be defined as “not including other players on the team” Playing other teammates positions, or “Hogging the ball”
4. Teams will play four 6-minute quarters with a 5-minute halftime.
5. A jump-ball will begin play.
6. Fouls will be called when the action of a player impedes the progress of an opponent.
7. There will be a 3-second lane violation rule in effect.
8. Only a coach may call a time-out. (Unlimited substitutions on a dead ball with referee’s permission, Athletes must sub for Athletes and Unified parnters must sub for Unified Partners.)
9. 1 timeout per half and 1 timeout in overtime.
10. Traveling and double dribble will be called.
11. Fast-breaks and backcourt defense will be allowed
12. High School Federation rules will apply except for the above modifications.