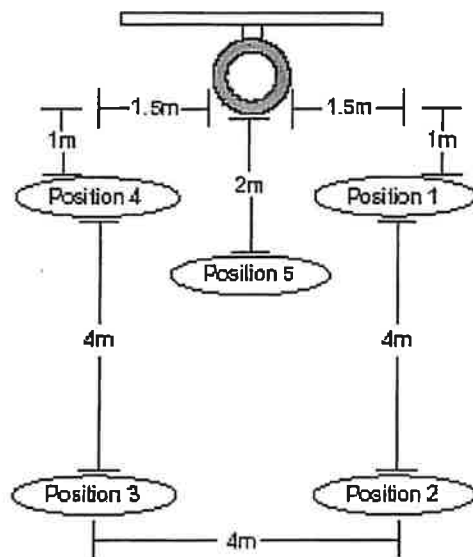


Team Skills Basketball

This event provides meaningful competition for athletes with lower ability levels.



1. Equipment

- Two basketball (for women's and junior division competitions, a smaller basketball which is 72.4 centimeters [28 1/2 inches] in circumference and between 510-567 grams [18-20 (ounces)] in weight may be used as an alternative). Metric tape measure
- Floor tape or chalk
- Regulation basketball goal (a shorter goal which has its ring 2.44 meters [8'] above the floor may be used for junior division competition)
- Score sheets
- Scoreboard

2. Set-up

- Mark five spots around the floor, similar to a 2-1-2 zone defense with players positioned 4 meters (13'1 1/2") apart from each other (see diagram).
- Mark positions #5 two meters (6' 6 3/4") from a spot under the front of the goal's ring.
- Teams should submit a roster prior to the start of the game.
- Teams should wear numbered uniforms or shirts.

3. Rules

- The event director shall determine how many games should be played. Two five member teams are positioned on opposite ends of the playing court. Only one team shall conduct a round at a time.
- The game is comprised 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 throws it accurately to the player stationed at the next position.
- The official shall hand the ball to the player in position #1 to begin each round.
- 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.
- Athletes may pass the ball in any manner, but each player must pass in numerical sequence. A bounce pass is allowed provided that there is only one bounce.

- g) 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.
- h) When the ball reaches the player in position #5, he/she then attempts a field goal.
- i) Slam dunks are not permitted. The athlete shall not receive any points if a slam dunk is taken.
- j) Athletes stationed in position #5 shall only be given one attempt at scoring.
- k) After the field goal attempt by the player in position #5, the round ends.
- l) Following the completion of the round by the first team, the second team will conduct their initial round.
- m) Players shall rotate in numerical sequence to the next position after each round.
- n) Play alternates between each team following the completion of each round. Once each team has completed five rounds, the first half ends.
- o) A five minute half-time intermission follows.
- p) 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.
- q) Substitutes are allowed into the game only after a round has been completed.
- r) Coaches shall remain on the sideline which is at least 4 meters (13' 1/2') to the side of position #2 and #4. Coaches may give verbal or signed instructions to players. Deaf athletes may receive assistance in positioning.

4. Scoring

- a) Team receives one point for each correct pass.
- b) Team receives one point for each successful catch.
- c) Team receives two points for each successful field goal.
- d) A bonus of one point is awarded for each complete successful round of passing and catching the ball.
- e) The maximum number of points that can be accumulated by a single team during one half is 55.
- f) The final team score is determined by adding the scores from each of the ten rounds.
- g) The team with the highest score is the winner.
- h) If the teams are tied at the end of regulation play, additional rounds are conducted.
- i) The first team to score more points in a round than their opponent is the winner.