2023 HAYS STATE BASKETBALL & CHEERLEADING TOURNAMENT

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For the most up to date information including brackets, maps and more, make sure to go to the State Basketball page on our website at soks.org/state-basketball.
2023 HAYS BASKETBALL & CHEERLEADING TOURNAMENT SCHEDULE

Friday, March 17, 2023

10:00 a.m. Opening Ceremonies (GMC Main Arena)
10:00 a.m. – 4:00 p.m. General Store (GMC)
10:00 a.m. – 4:00 p.m. Concession Stand (GMC)
10:30 a.m. Cheerleading – (GMC - RM 122)
10:30 a.m. Individual Skills & Speed Dribble (GMC Main Arena)
11:00 a.m. – 3:00 p.m. Special Smiles (GMC – Concourse)
11:00 a.m. – 1:00 p.m. Lunch (GMC – Cage by Gate 3)
12:30 p.m. – 5:00 p.m. Tournament Play (FHSU & HRC)
5:00 p.m. – 7:00 p.m. Dinner – Pizza (Team Pick-up)
7:00 p.m. – 9:00 p.m. Dance (Hays High School - Main Gym)

Saturday, March 18, 2023

8:00 a.m. – 3:00 p.m. Tournament Play (FHSU & HRC)
9:00 a.m. – 2:00 p.m. Concession Stand (GMC)
9:00 a.m. – 2:00 p.m. General Store (GMC)
9:00 a.m. – 1:00 p.m. Speed Dribble Challenge (GMC)
9:30 a.m. – 10:30 a.m. Team Skills (GMC)
11:00 a.m. – 1:00 p.m. Lunch (GMC – Cage by Gate 3)

PLEASE NOTE: Team awards will be presented following your final game. Please notify your family members and fans of the awards system. Awards will be in Room 122 for teams that play their final game at GMC. The awards for the teams that finish play at Hays Recreation Comm. will be in the Conference Room.

Venues
Fort Hays State University Gross Memorial Coliseum (GMC), 600 Park St, Hays, KS 67601
Hays High School, 2300 E 13th St, Hays, KS 67601
Hays Recreation Commission (HRC), 1105 Canterbury Dr, Hays, KS 67601

PLEASE REMEMBER THAT FHSU AND HAYS HIGH SCHOOL ARE NON SMOKING FACILITIES. FOR THOSE WHO WOULD LIKE TO SMOKE THERE ARE DESIGNATED SMOKING AREAS AT EACH FACILITY.
GENERAL INFORMATION

Prime Sponsor: KANSAS STATE COUNCIL KNIGHTS OF COLUMBUS

TO: SOKS Coaches

FROM: Special Olympics Kansas

TOURNAMENT FACTS:

19 Organizations
50 Basketball/Team Skills Teams
67 Individual Skills
19 Basketball/Team Skills Teams
67 Individual Skills
11 Cheer Teams

REGISTRATION: All teams must report to GMC Gate 3 immediately upon arrival on Friday; the pick-up packets will be available at this time. No athletes were registered who did not have a current Medical Release Form on file at Headquarters and will not be allowed to participate. Coaches are responsible for having a copy of the physical form with them at all times during the tournament. All coaches/chaperons are required to have completed the Class A form and completed the background screening, Protective Behaviors and Concussion Training. Coaches must also carry a picture ID throughout the tournament; teams will receive badges for every athlete and coach registered for the tournament. Badges must be worn at all times during the event. Please deposit the badges at the end of the tournament in the boxes located near General Store area.

RECREATIONAL SWIMMING POLICY:

“Special Olympics has determined, for the health and welfare of its participants, to prohibit recreational swimming at any time while under the auspices of Special Olympics. This applies not only to the time at Special Olympics competitions or activities, but also while in transit to/from Special Olympics competitions or activities”

The full policy can be found at soks.org/resources

SOKS CODE OF CONDUCT FOR ATHLETES & COACH’S

Participants shall not consume alcohol, tobacco, or illegal drugs while participating in any Special Olympics Kansas event.

MEALS: Please use the designated eating areas in GMC. No food or drinks allowed in halls or gyms! Help keep the entire facility clean and free of unnecessary trash and spills. Please comply with the rules set forth by Fort Hays State University.

Meals will be provided on both Friday and Saturday for registered athletes and coaches. Lunches should be picked up at the cage around the corner from Gate 3 in the GMC. (11:00a.m. - 1:00p.m.).
MEAL MENUS:

Friday Lunch – Ham/Cheese Sandwich, Baked Lays Chips, Applesauce, Banana, Water

Friday Dinner – Pizza, Rice Krispee Treats, Water

Saturday Lunch – Ham/Cheese Sandwich, Baked Lays Chips, Crackers, Peaches, Water

DANCE: The dance will be held at Hays High School

SPECIAL OLYMPICS GENERAL STORE: Special Olympics Kansas’ souvenirs will be available at the Special Olympics General Store in GMC between Gates 3 and 4.

SPECIAL SMILES: Will be held on Friday, March 17 from 11:00am – 3:00pm.

TEAM ROSTER CARDS: In your pick-up packet at Registration on Friday, March 17, you will find a team roster card. You should complete this card neatly and turn it in to the scorekeeper prior to each game. Be sure to pick up the card after each game from the scorekeeper so you will have it for your next game.

LOW MOTOR EVENTS: Individual Skills & Speed Dribble will be held on Friday at 10:30 in the main gym. Please report any scratches at team check-in.

AWARDS: Awards for the team basketball competition will be presented soon after each teams’ final game. Upon completion of the game, each coach will be given an Award Voucher listing the team’s place. The coach and team will then report to the staging area along with the Award Voucher for their awards in Room 122 (Dance Studio) for games at FHSU and Hays Rec in the conference room.

EVALUATION: Will be sent after the Tournament.

VOLUNTEERS: Volunteers will be identified by blue volunteer t-shirt. If you need assistance or have questions about Fort Hays State University and the Hays Community, please ask. Questions dealing with the actual competition or schedule should be directed to the Games Management Team members or Special Olympics Kansas staff.

VENUE ADDRESSES AND IMPORTANT NUMBERS: Listed below are the venue addresses and phone numbers in case of emergency during the tournament.

Fort Hays State University, 600 Park Street, Hays, KS 67601 - Phone Number (785) 628-4000
Hays High School, 2300 E. 13th Street, Hays, KS 67601 - Phone Number (785) 625-3451
Hays Recreation Comm., 1105 Canterbury, Hays, KS 67601 – Phone number (785) 623-2650

Chris Burt – (913) 600-2240
Sheila Rehder – (913) 558-3208

SEVERE WEATHER: Before the games all bulletins regarding weather will be handled at the Headquarters Office. During the tournament and after hours, call 913-424-5748 and talk with Tim. Also, every effort will be made for coaches to receive an automated call generated by the Headquarters Office. Lastly, Tim’s voice mail box at Headquarters will have any changes on his greeting….if the normal greeting is playing, and then nothing has changed with the tournament. While at Fort Hays State University, please note the Severe Weather plan posted on Bulletin Boards throughout the facility. Also information concerning severe weather plans can be obtained by listening to 103.3 Mix 103FM.
FAMILY/VOLUNTEER HOSPITALITY: Will be located in the Tiger room at FHSU and HRC

FINALLY: Have fun, good luck and please remember that this is a Special Olympics event. We highly recommend that all players compete for a least one quarter. If at any time you have questions regarding the tournament, please do not hesitate to ask.

2023 SOKS CHEERLEADING CONTEST

******* PLEASE READ CAREFULLY *******

Cheerleading will begin at 10:30a.m on Friday, March 17, 2023 in Room 122. Finals will immediately follow prelims.

Prelims:
1. Each team will perform 2 cheers if they choose. Teams that only perform 1 cheer are not penalized since it is an accomplishment for some squads to remember 1 cheer.
2. Judges will division teams after prelims.

Finals:
1. Team will perform 1 cheer which must be one of the two performed during prelims.

CHEERLEADING TEAMS

Small Division – less than 10 athletes
   All Stars of Hutchinson
   Derby Free Spirits
   Dodge City
   Eagles of Reno County
   Saline Co
   Southern Wind
   Wichita Independents

Large Division – 10+ athletes
   ARC of Central Plains
   McPherson
   Storm
   Nickerson Cats Cheer
Divisions for Competitions:

1. Teams will be divided into 3 different categories: Small, Large, and Stunt. Each cheerleading team must choose one of these 3 divisions. Small and Large division refers to the number of athletes on the cheer team. If your team has 9 or less members, then your team is in the small division. If your team has 10 or more athletes, then your team is in the large division. If your team does stunts, refer to the rules of competition section for approved stunts, then your teams is in the stunt division. The stunt division does not have a minimum or maximum number of athletes to compete in the division.
2. Competing squads of cheerleaders will be divided into a minimum of two divisions.
3. Additional divisions for competition could be established depending upon the number of squads entering. The decisions as to the number of divisions will be made by the judges.
4. All squads will be assigned to divisions by the cheerleading judges without the assistance of any sponsors or coaches.
5. The divisions are based on the preliminary round. We try to place squads with similar cheerleading ability and motor function in the same divisions.
6. ALL DECISIONS BY THE JUDGE WILL BE FINAL.

Rules for Competition:

1. Competition shall consist of each squad of cheerleaders performing two cheers.
2. Finals – each team will perform one cheer which must be one of the two cheers performed during prelims.
3. Routines should consist of a choreographed performance, yells, jumps, high kicks, somersaults and gymnastics moves.
4. Pyramids (refer to attached approved stunts), can be used in the stunts division. If the team does not do any stunts, then the team must be registered in either the small or large division.
5. Dance routines, music and props (other than pom-poms, banner or mascots designating the groups, team or organization) are not allowed.
6. Communication devices will be allowed for non-verbal participants who will be competing in this event.
7. There should be no prompting the audience. However, this is a cheerleading competition, crowd response is allowed. It is up to the judges to determine whether the cheerleaders are leading the crowd, or the crowd is leading the cheerleaders. Prompting can result in disqualification.
8. All violations of the above rules will result in a disqualification. One disqualification during any routine will cause a team to drop a place upon completion of the competition. The accumulation of two disqualifications during any routine throughout the competition will expel that team from competition. The team will be allowed to finish the competition but will only receive participation awards.

Cheerleading squads will be judged in the following 5 categories:

1. **Personal Appearance** - This will include neatness, formations, and overall appeal
2. **Execution of cheer** - Judges will look for how well the cheer was performed; this includes arm motions, knowledge of words, and voice projection.
3. **Acrobatic for jumps** - Judges will look at execution including, height, timing, take off, and ending. Overall technique will be judged.
4. **Poise** - Judges look for overall poise in front of the crowd. Does the squad continue to perform even if they make mistakes?
5. **Enthusiasm** - Show us you spirit!! Judges will look for smiles and overall spirit projection.
TEAM BASKETBALL INFORMATION

Updated January 2023

GENERAL INSTRUCTIONS

1. Brackets will be developed with divisions of male and female teams (if enough female teams sign-up). A team that is composed of both males and females will compete in a male division.

2. Only roster players, 1 coach per 4 athletes and (1) team manager will be allowed on the player's bench.

3. Game balls will be furnished; teams will use their own practice balls. Junior Division will use the KSHSAA girl's ball (smaller).

4. The use of alcohol, tobacco, including chewing tobacco of any kind, is prohibited in all competition venues.

PLAYERS

1. Each team roster may have a maximum of twelve (12) players. Exception: If your organization has only one team competing in team play, then there is no limit.

2. No teams or athletes may be added to the State games after the Regional Tournament.

RULES

1. A game will consist of four quarters, each six (6) minutes long.

2. The clock will stop during all free throw situations. In addition, all dead ball situations in the last minute of each quarter.

3. The game will be forfeited when a team fails to report to play within five (5) minutes after the completion of the previous game on that court.

4. No Dunking......basket scored from dunking he ball does not count.

5. A jump ball will be used at the start of the game and overtime periods. Alternate possession will be used for all other situations.

6. Overtime: The first two overtimes will be two minutes in length with the clock running the first minute and stopping for all dead ball situations in the last minute. If, after two overtimes the score is still tied, sudden death (first team to scores wins) will be in effect.

7. Each team will be given two time-outs per half. Each team will receive an additional time-out for each overtime period. Time-outs from the second half to overtime do carry over.

8. THE GAMES MANAGEMENT TEAM (RULES COMMITTEE) SHALL RULE ON ALL PROTESTS. ALL DECISIONS BY THE MANAGEMENT TEAM ARE FINAL.
AGE DIVISIONS
The following age groups will be used for Special Olympics Kansas Basketball Tournament.

1) Young Athletes (ages 6 and 7) - Skills only
2) Junior: ages 8-15
3) Senior: ages 16-21
4) Masters: ages 22 and over

A team age group is determined by the athlete's age on the opening date of the tournament. The age of the oldest athlete on a team will be used to determine the age group in which that team will compete.

The coach will submit SAT scores and request a division level. To help with determining which level your team may best fit, the following guidelines may help to more accurately place a team. Kansas State High School Activities Association rules will be used in Level I and Level II. Level III, Level IV, and Level V have certain rules differences that are outlined in each level description.

LEVEL I
Players possess an excellent overall understanding of the game and a mastery of the basic fundamentals of basketball. The games are generally fast break in style but the teams will run a set offense. Teams in this level could play in lower level city recreation leagues.

LEVEL II
Level II players have a good understanding of the game. Teams will use some form of a set offense. Players are able to make many decisions on the court without the help of the coach. Players have a good command of the basic skills of shooting and passing of the ball. The games consist of lay-ups and shots from inside the lane with few jump shots attempted. **Teams can fast break.**

*Upper Division Level II*
3 to 4 high level players with no bench - dramatic drop off in play when the starters are replaced The team can handle and apply defensive pressure

Players use their pivot foot

*Lower Division II*
1-2 players who dominates the team

Teams can fast break and defend a fast break but prefer a slower tempo game

Players rarely use their pivot foot; tendency to cradle the ball when defensive pressure is applied but they do not shuffle their feet.
LEVEL III

Players have a general understanding of the game. The games are much slower in pace than Level II games. Athletes are much closer together around the ball. Coaches tell many of the players where to pass and when to shoot. Players have little understanding of how to use a pivot foot. Teams do not fast break.

Upper Level III

One player who dominates the team

Players shuffle feet while holding the ball or when defensive pressure is applied. Cradle the ball after rebounds

Lower Level III

Players dribble with two hands and advance the ball very slowly. Stands in place and shuffle their feet when there is no defensive pressure

1. 5-second lane violation rule.

2. Traveling/double dribbling will be called when a player gains an advantage by picking up ball and running with it to avoid defensive steal. An inadvertent travel will not be called. No more than five consecutive steps will be allowed.

3. Full court press will not be allowed - officials may help get the defense back before the offense brings the ball down.

4. 10-second rule will begin when all defensive players are on their half of the court.

5. There will be no fast-breaking offensive plays (all defensive players must be allowed to get back).

6. If teams choose, they can shoot at the same goal in both halves. If both teams do not agree, then teams must shoot at different goals each half.

LEVEL IV

This is a training level of play. Participants will be those who do not comprehend the team concept of play. Officials will give instruction during the course of the game. Generally use two handed set shots and attempt to catch the ball in any manner off the backboard; lack of team play skills.

Players tend to double dribble and travel often. Level IV teams will play KSHSAA rules with the following adaptations:

1. ?-second lane violation rule

2. Traveling/double dribble will not be officiated as strictly, however, the shuffling of feet more than 7 steps while carrying ball will be called. Officials will watch for advantages gained.

3. A maximum of 8 points (could be 9 or 10 if the athlete has scored 7 points, and then scores a 2 or 3 pointer) scored will be allowed per player per half - an athlete can score/shoot the 2nd free
throw if the first made free throw is the athlete's 8th point of the half. Once this happens, the athlete must sit out the rest of the half. If the game goes into overtime, any athlete that has scored 8 points in the 2nd half CANNOT reenter the game. An athlete that scores their 8th point during OT must sit for the rest of the game.

4. Full court press will not be allowed - officials may help get the defense back before the offense brings the ball down.

5. 10-second rule will begin when all defensive players are on their half of the court.

6. There will be no fast-breaking offensive plays, (all defensive players must be allowed to get back on defense)

7. Two coaches per team will be allowed to be on the court with their team (except for Unified games because partners can serve this function). All other team personnel must stay in the team box area in front of the team members sitting on the bench. A coach is considered on the floor if they are not sitting in the bench area with the substitute - this includes out of bounds area behind the goal.

8. Teams can substitute on the fly, which means there doesn't need to be a stoppage in game play for a substitute to enter the game.

9. Athletes using a wheelchair or other adaptive equipment can compete in this division or Level V, but not in any other division. A coach (or non-playing Unified Partner) is allowed to push the wheelchair for the athlete or assist the athlete as needed.

10. If teams choose, they can shoot at the same goal in both halves. If both teams do not agree, then teams must shoot at different goals each half.

**UNIFIED® BASKETBALL**

This is a division that is offered for teams that have athletes and partners (non-SOKS athletes) that compete on a team together.

Specifics:

1. Volunteer partners should be of similar AGE.
2. Volunteer partners should be held to same requirements in terms of practice attendance as athletes and have proper paperwork submitted prior to practices.
3. Unified teams will only play against Unified teams for medaling purposes. In the case of scenarios where there are not enough Unified teams, exhibition games will be offered against 'traditional' Special Olympics teams. The result of the game would not negatively impact the "traditional" team's medal contest.
4. Unified teams will be divisioned into (and follow the rules) of the level most appropriate for the athletes on the team.
5. At least half of the players on the court for a team must be Special Olympics athletes, and at least one partner must be on the court. (ex. 3 athletes and 2 partners, 4 athletes and 1 partner, 2 athletes and 2 partners, 3 athletes and 1 partner, etc.)
6. Athletes must choose between playing in the Unified division OR playing 'traditional' Special Olympics when those contest are occurring on the same day.
7. The coach for a team may **not** also play as a Unified Partner during that competition.
8. Dominant play:
   a. All players will be allowed meaningful involvement and play.
   b. Dominant play is defined as an action or play by a player that does not allow another teammate to play their position or when a player controls the games to the detriment or exclusion of teammates.
   c. Dominate play will be a judgement call determined by the officials on the court. Penalty shall be a technical foul on the offending player.
Please give the form to Sheila at meals, any SOKS staff or mail into HQ. Once the athlete is selected, SOKS will notify the organization of the athlete winning so plans can be made by family and friends to attend opening ceremonies. The athlete will not be told until they are announced as the athlete lighting the caldron.