

# LOCAL BASKETBALL

APRIL 2, 2022

CLEARFIELD RECREATION CENTER

770 HOPKINS RD.

WILLIAMSVILLE, NY



**Special  
Olympics**  
New York

## EVENT SCHEDULE

### TEAM

8:00 AM

Registration/Scratches

8:30 AM

Opening Ceremonies

8:45 AM

Team Coaches Meeting  
Skills Coaches Meeting

9:00 AM

Team and Skills Competition  
Followed by Awards

### **\*\*PLEASE NOTE\*\***

**Only athletes fully vaccinated for COVID-19 may participate in TEAM play. Skills is available to all athletes.**

**Medicals and consents must be present at Registration and throughout competition.**

**Athlete attendance will be confirmed, during the scratch process after opening ceremonies with Debbie for Skills and Greg for Teams.**

**Teams should bring their own banner for Opening Ceremony, and clearly labeled basketballs with which to warm up. Spectators should bring own lawn chair with rubber or plastic bottomed legs.**

**Athletes must wear appropriate basketball attire! No jeans or street shoes.**

**Lunches will not be served—a snack and water will be provided after competition.**

## REGISTRATION INFORMATION

Due Date: **Friday, March 18**

Submit registrations by :

Email (Preferred):

dkuberka@nyso.org

Mail:

2821 Wehrle Dr., Suite 7, Williamsville, NY 14221

Fax (Please use only as last resort):

716-580-3960

## EVENT RULES

1. Individual and team qualifying scores **MUST** be provided on registrations. **Team scores** are based on BSAT Dribbling and BSAT Perimeter Shooting only. Please refer to the rules to properly execute these drills.
2. Teams must carry a minimum of seven players. Each player of the roster must play at least six minutes.
3. Games lengths will be four 6-minute quarters with running clock. Halftime will last three minutes, and teams will be given five minutes to warm up before games.  
**Subject to change, if necessary.**
4. Level 1 and Level 2 skills will both be offered. An athlete can participate in either team or skills, not both.
5. The decision of event directors regarding divisions is final.

