2026 Traditional Basketball Tournament
on March 21, 2026
Registration due: March 2, 2026

Local Program: _____

Local Coordinator attending event: _____

Email:_____

Team Counts	Teams	Athlete count	Personnel	Total count
# of Juniors Team				
# of Seniors Team				
# of Masters Team				
# of skills athletes				

Personnel	Meal Count
Local Coordinator	
Head Coach	
Coach	
Assistant Coach	
Chaperone	
Hometown Escort	

Please send all registrations via secure email to:
Emily Pitney
emilyp@soct.org

SPORTS PERSON OF CONTACT:
MARC MERCADANTE   marcm@soct.org

Event Information

Team Age Groups	Junior	8yrs-16yrs
	Senior	13yrs - 21yrs
	Master	18yrs and over

Basketball Skills	Level 1
	Level 2

Registration sent to:

Emily Pitney
emilyp@soct.org
SPORTS PERSON OF CONTACT:
MARC MERCADAN marcm@soct.org

BSAT- Dribbling
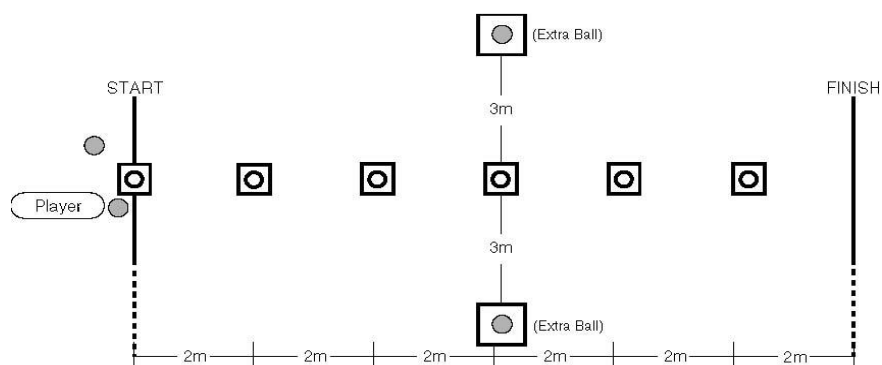
SET-UP
An area of the basketball court (preferably along a sideline or down the center line), six cones, floor tape and four basketballs one that the athlete is provided initially, two others that are for back-up in case the basketball bounces away, and one more to continue the test.

TEST
Time :60 seconds for one trial. A player is instructed to dribble the ball while passing alternately to the right and to the left of six obstacles placed in a line, 2meters (6 feet 6 3/4 inches) apart, on a 12 meter course. The player may start to the right or to the left of the first obstacle but must pass each obstacle alternately thereafter. When the last obstacle is passed and the finish line reached the player puts the ball down, sprints back to the start for the next ball, and repeats the slalom. The player continues until 60 seconds have elapsed. If a player loses control of the ball the clock continues to run. The player recovers the ball or picks up the nearest back-up ball and may re-enter at any point along the course.

SCORING
One point is awarded each time a cone is passed. (For example, if the player successfully dribble the ball from the starting line weaves in adn out through the entire obstacle course one time, and places the ball down at the finish line, a score of five has been achieved. The player must use legal dribbles and must have control of the ball during a midpoint space in order to get for that cone successfully passed). The player's score is how many cones (midpoints) he/she successfully passes in 60 seconds.

STAGING
Volunteers admisister the test and are not to interfere with ay player who is performing the test. Volunteer A will instruct the group doing this particular test whle Volunteer B demonstrates the actual test. Volunteer A will give a basketball to the player who will take the test, ask him/her if ready, will then say "Ready". "Go" and will count how many cones the player passes in 60 seconds. Volunteers D will time and record the athlete's score. Each volunteer is to administer the test and manage the area only.

BSAT- Perimeter Shooting

(Extra ball is under the goal out of play)
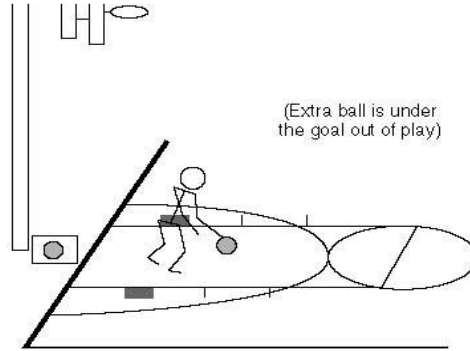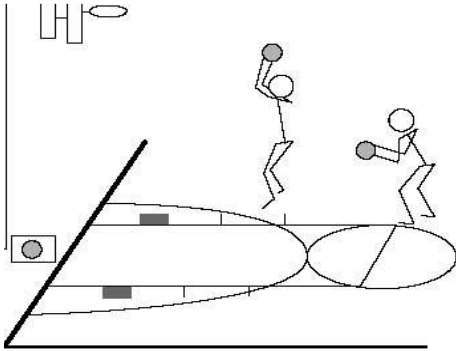
SET-UP
A goal, the official NGB free throw lane, floor tape and two basketballs, one that the athlete is provided initially, another that is for back-up in case the basketball bounces away.

TEST
Time: one trial of one minute. A player stands at the juncture of the free-throw line and lane, either to the left or right. The player dribbles toward the goal and attempts a field goal of his/her choice outside the 2.75 meter (9feet) arc. This attempt must be taken anywhere outside the 2.75 meter arc marked off by a dotted line. (This arc intersects with the free-throw restraining circle). The player then rebounds the basketball (made or missed shot) and dribbles anywhere outside the arcbefore attempting another field goal. The player shall make as many field goals as described above in one one-minute trial.

SCORING
Two points are awarded for each field goal make within the one-minute trial.

STAGING
Volunteers administer the test and are not to interfere with any player who is performing the test. Volunteer A will instruct the group doing this particular test while Volunteer B demonstrates the actual test. Volunteer A will give a basketball to the player who will who will then say "Reday", Go", and will count how many field goals the player makes in one minute. Volunteer B, who is standing behind the extra ball, will retrieve and replace the basketball whenever it goies out of play. Volunteer C will time and record the athlete's score. Each volunteer is to administer the test and manage the area only.

Basketball Registration Form

Team Name:						
						Scores
Local Program Name:					Team Score	
Local Program Coordinator:					Top 5	
Please list HEAD Coach Information below					Bottom 5	
First/Last Name		Home Phone	Cell Phone	Email		
Street		City		Zip	Please enter your sugested division for this team in the red box below	

	First /Last Name	DOB	M/F	Dribbling	Shooting	Total
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						

For office use only: Team age group:_____   Number of exemptions:_____

Basketball Registration Form

Team Name:					Scores	
				Team Score		
Local Program Name:				Top 5		
Local Program Coordinator:				Bottom 5		
Please list HEAD Coach Information below						
First/Last Name		**Home Phone**	**Cell Phone**	**Email**		
Street		**City**		**Zip**	Please enter your sugested division for this team in the red box below	

	First /Last Name	DOB	M/F	Dribbling	Shooting	Total
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						

For office use only: Team age group:_____   Number of exemptions:_____

Basketball Registration Form

Team Name:						Scores
					Team Score	
Local Program Name:					Top 5	
Local Program Coordinator:					Bottom 5	
Please list HEAD Coach Information below						

First/Last Name	Home Phone	Cell Phone	Email	
Street	City	Zip	Please enter your sugested division for this team in the red box below	

	First /Last Name	DOB	M/F	Dribbling	Shooting	Total
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						

For office use only: Team age group:_____   Number of exemptions:_____

Basketball Registration Form

Team Name:						Scores	
						Team Score	
Local Program Name:						Top 5	
Local Program Coordinator:						Bottom 5	
Please list HEAD Coach Information below							

First/Last Name	Home Phone	Cell Phone	Email	

Street	City	Zip	Please enter your sugested division for this team in the red box below

	First /Last Name	DOB	M/F	Dribbling	Shooting	Total
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						

For office use only: Team age group:_____   Number of exemptions:_____

Basketball Skills Registration Form <u>Level 1</u>

Local Program Name:			
Local Program Coordinator:			
Provide **HEAD** Coach Information below			
First/Last Name	Type	Cell Phone	Email Address

List of Participants

	First /Last Name	DOB	M/F	Event	Target Pass	10 Meter Dribble	Spot Shot	Total

Basketball Skills Registration Form <u>Level 2</u>

List of Participants

	First /Last Name	DOB	M/F	Event	Catch and Pass	12 Meter Dribble	Perimeter Shooting	Total

Skills – Level 1 – 10 Meter Dribble

Start   Finish

10 meters

<--- 2 meters --->

Dribbling Lane

- Athlete dribbles with one hand from Start line to Finish line. Clock stops when athlete stops their dribble and holds ball
- If athlete loses control of ball outside of dribbling lane, they can continue with a backup basketball
- A one second penalty is added for each illegal dribble (e.g. two hands, carries)
- Athlete gets two trials. Their highest score from the two trials is used.
- Scoring: Elapsed time plus penalty seconds are added then converted to points (e.g. 0-2 seconds = 30 points; 2.1-3 sec = 28; 3.1-4 sec = 26; …. 12.1-14 = 10; 20.1-22 sec = 2; 22.1 sec and over = 1 point)

Skills – Level 1 – Spot Shot

- Athlete takes 2 shots from each spot, in the following order 2-4-6-1-3-5.
- Scoring:
  2 points for each shot made at spots 1 or 2
  3 points for each short made at spots 3 or 4
  4 points for each shot made at spots 5 or 6
  1 point for each unmade basket that hits the backboard or rim

② ④ ⑥
1.5 m
1.5 m
① ③ ⑤

1m   .5m   .5m
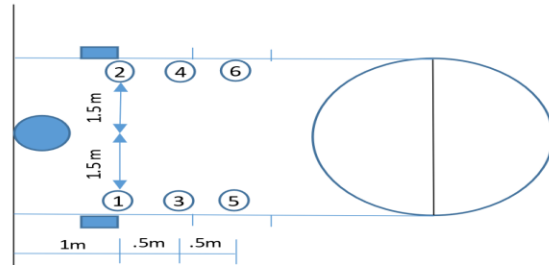
Skills – Level 1 – Target Pass

- Athlete stands anywhere inside the 3x3 meter square
- Athlete gets five pass attempts
- Scoring:
  3 points for hitting the wall inside the square
  2 points for hitting the lines of the square
  1 point for hitting the wall outside the square
  0 points if the ball bounces before hitting the wall
 1 point for catching the returning ball while still in the box

Wall
1 m
Target
1 m
1 m

2.4 m

✖
Athlete
3 m

3 m
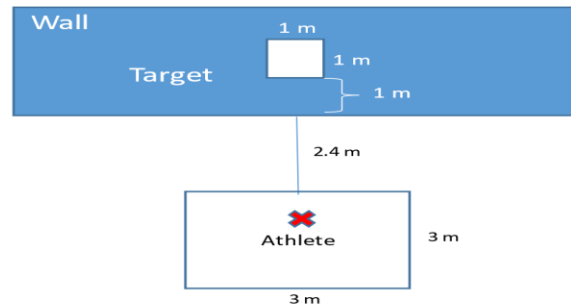
Skills – Level 2 – 12 Meter Dribble

Start   Finish

| 2m | 2m | 2m | 2m | 2m | 2m |
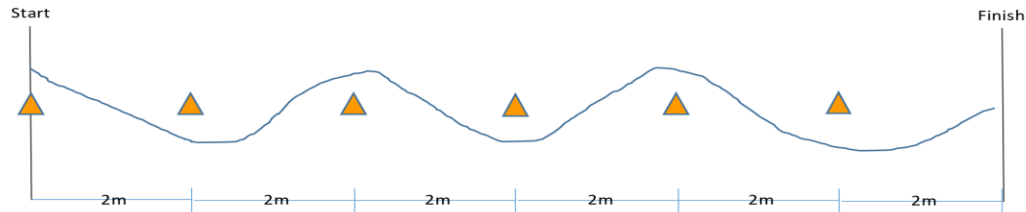
- Athlete dribbles from Start line to Finish line, weaving through the cones. Dribbling must be done with one hand at a time.
- At Finish line, Athlete reverses and weaves through the cones back to the start line. Repeats until 60 secs have passed.
- Scoring: 1 point each time a cone is passed. (Cone at Start line does not count. Athlete can start at either side of first cone)
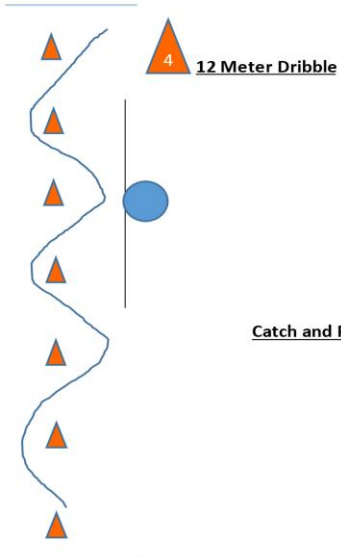

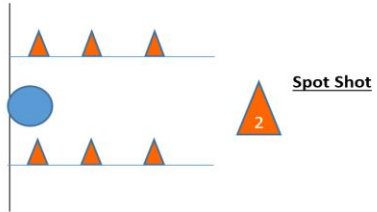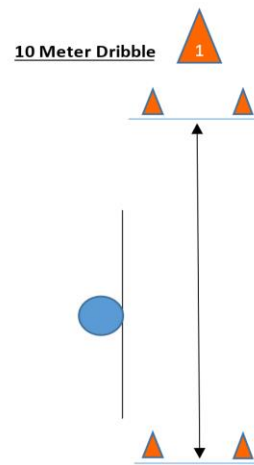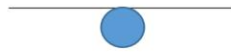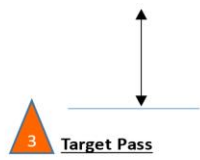## Skills – Level 2 – Perimeter Shooting

- Athlete starts at one of the red X marks.
- Athlete dribbles to any point on the arc that is 2.95m from the basket and shoots.
- Make or miss, Athlete retrieves ball, dribbles to any point outside the arc and shoots again.
- This continues for 60 seconds.
- Scoring: 1 point each time a basket is made.
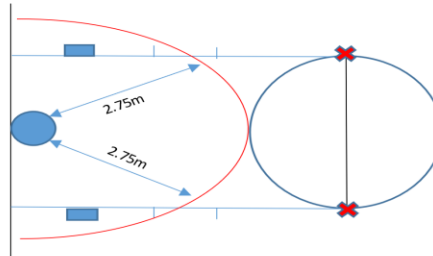
Skills – Level 2 – Catch and Pass

C (Feeder)

- Athlete starts between cones A and B at the X. The Feeder stands behind cone C.
- On Go, Athlete passes the ball to the Feeder and quickly moves to either Cone A or B.
- Feeder passes back to Athlete once they have at least one foot past the end line.
- Athlete passes back to Feeder once they have both feet past the end line.
- After passing to Feeder, Athlete moves quickly to opposite cone to receive next pass.
- This continues for 60 seconds.
- Scoring: 1 point for each good pass to the Feeder,
       plus one point for each pass caught from the Feeder.

10 Meter Dribble 1

Target Pass 3

Spot Shot 2

12 Meter Dribble 4

Perimeter Shooting 5

Catch and Pass 6

C (Feeder)

3m 3m

A 3m B
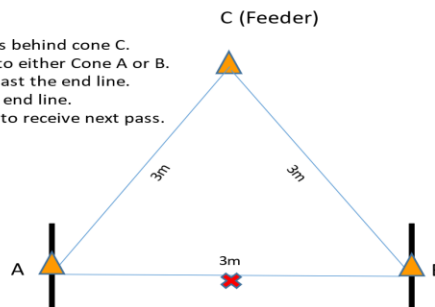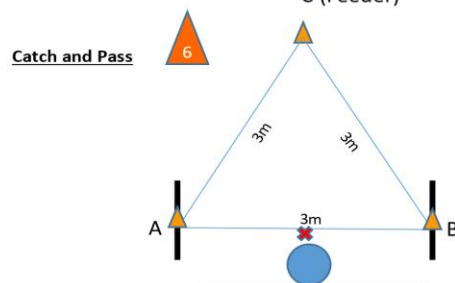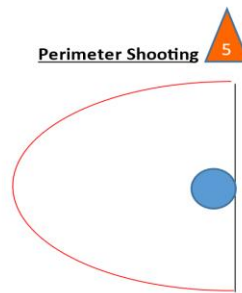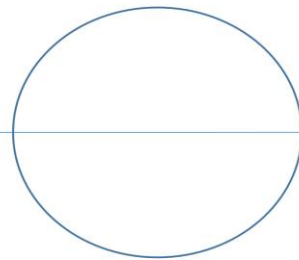
Instructions for Registering Personnel

All of the individuals listed below are to have their Class A certifications including Protective Behaviors current before being registered for any SOCT event.

<u>Local Coordinators:</u> Each Delegation (Local Program) is allotted space for two Local Coordinators (LC).
Please list the LC responsible for overseeing the delegation at the event on the Checklist page.
The Local Coordinators are not counted in the additional personnel ratio.

ADDITIONAL PERSONNEL:

<u>Head Coach:</u> Please list the Head Coach for each sport with their current contact information on each roster page.
Head Coaches are not listed on the personnel page, but are listed on the housing form.

<u>Assistant Coach:</u> Please list Assistant Coaches with their current contact information on the personnel page and housing form.

<u>Chaperone:</u> Please list Chaperones with their current contact information on the personnel page and housing form.

Additional Personnel Ratio:
3 athletes to 1 Additional Personnel
1 athlete to 1 Additional Personnel for athletes who use a wheelchair or who are legally blind.
Special circumstances (such as behavioral issues, medical, etc.), may require that you bring Additional Personnel or Hometown Escorts for adequate supervision. These requests must be in writing and must be included with your registration packet. The LC will be notified if the request is granted and if there will be a cost associated with the request.

Additional Personnel   **Local Program:**

List **only** those who have completed the Class A screening process and Protective Behaviors below.
Please specify Junior vs/ Senior for those in your delegation with the same name.

	First/Last Name	D.O.B	Team	Role
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				

SOCT Basketball Tournament
Team Line-Up Form

**Please complete this form and turn it in to the score keeper
10 minutes prior to every game.**

TEAM NAME_____

vs

_____

TIME_____

COURT NUMBER_____

	NAME	JERSEY #
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		

Special Olympics Connecticut

Roster Appeal/ Scratch Form

For all TEAM SPORTS- Roster changes will be accepted up to TWO WEEKS prior to the qualifing event.
Participants added to your team roster must have all certifications current with SOCT.

For all sports- Participant scratches will be accepted TWO WEEKS prior to the state event.
Programs will be charged the registration fee for participants scratched after the scratch deadline.
Please refer to the Dates to Remember calendar for this date.

Delegation: _____

Please remove **(scratch)** from this delegation
Name:
1) _____
2) _____
3) _____
4) _____
5) _____
6) _____
7) _____

Please add to this delegation:

Name	Event	Team Name *if applicable*
1) _____	_____	_____
2) _____	_____	_____
3) _____	_____	_____
4) _____	_____	_____
5) _____	_____	_____
6) _____	_____	_____
7) _____	_____	_____

Date: _____
Submitted By: _____

EXEMPTION REQUEST

 This request must accompany your roster and is due by the registration due date

Athlete Name: _____

Date of Birth: _____

Age as determined by the date of competition

Sport: Traditional Basketball

Coach Name: _____

Team Name: _____

Local Program: _____

AGE GROUP FOR WHICH EXEMPTION IS REQUESTED (please check one)

☐ Junior   ages 8-16

☐ Senior   ages13-21

☐ Masters   ages 18+

Please explain the details and rationale for your request:

I confirm that the Athlete meets the criteria necessary to play up or down to the age group requested above:

* Athlete/Partner's skill, strength, speed, size and social maturity are comparable to the requested age group

* There is no risk to the health and safety of any athlete/partner on that team

* An athlete/partner may only play up or down one age group

* There will be no more than two combined age groups on a team

Coach Signature

Local Coordinator Signature _____

If Athlete/Partner is under 18

Parent/Guardian Signature _____

This document must be sent with your team roster and registration to:

Special Olympics CT

2666 State St., Suite 1

Hamden, CT 06517