



GOVERNING RULES

Refer to [Article 1](#), for more information pertaining to Codes of Conduct, Training Standards, Medical and Safety Requirements, Divisioning, Awards, Criteria for Advancement to Higher Levels of Competition, and Unified Sports.

SPRING SECTIONALS AND SUMMER GAMES OFFICIAL EVENTS

The following is a list of official events available in Special Olympics Pennsylvania

- Individual Skills Competition
- Traditional Team
- Unified Sports® Team

EQUIPMENT

Ball:

- Teams shall play with a pebble-grained leather or rubber covered ball in regular or intermediate/youth football sizes.
- During competition, a team is permitted to play with their own selected ball on offense.
 - Permitted ball sizes: Size 7, 8, and 9

MINIMUM AND MAXIMUM

Traditional Teams

- The team roster may contain a **maximum of ten (10) players.**
- Teams shall field **five (5) players** to start the game (required).
- Teams may continue with a minimum of four (4) players, if necessary due to disqualification or injury. The game may be continued with fewer players as long as the team has a chance to win (at the discretion of game officials).

Special Olympics Unified Sports® Teams

The team roster may contain a maximum of ten (10) players.

The roster shall contain a proportionate number of athletes and partners.

- Five (5) players are required to start the game, three (3) athletes and two (2) partners.
- The line-up shall never exceed three (3) athletes and two (2) partners.
- Teams may continue with a minimum of four (4) players (minus one (1) partner or athlete) due to disqualification or injury. The game may be continued with fewer players as long as the team has a chance to win (at the discretion of game officials). A minimum of one (1) athlete and one (1) partner is required on the field.

Failure to adhere to the required ratio results in a forfeit.

- A team shall consist of five players.
- The composition of a team, including substitutes, may not exceed 10 players.

THE GAME

The game shall consist of two (2) 20-minute halves (running clock) until the last (1) minute of each half.

During the last (1) minute of each half the clock:

- Stops for: incomplete passes, scoring plays, changes of possession, out of bounds, or first downs.
- Restarts on the snap.
- Does not start for extra point attempts (untimed down).