



SPECIAL OLYMPICS NZ
**2025 NATIONAL
SUMMER GAMES**
ŌTAUTAHĪ CHRISTCHURCH

PREMIER
PARTNER



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HEAD COACH - ROLE DESCRIPTION

Role:

The Head Coach is responsible for providing a quality training programme in the lead up to the National Summer Games. Each programme should be well-planned and offer all Special Olympics athletes the opportunity to develop their skills and fitness as well as attend the relevant levels of competition. Coaches will oversee all aspects of health and wellbeing of their respective sports teams and members during the National Summer Games and will maintain communication links with all necessary parties.

Work With:

Team Management, Club committee, coaches, other support staff, athletes, families, caregivers, and SONZ staff as needed.

Main Tasks:

- Be familiar with and adhere to Special Olympics sports rules, policies, and procedures. This includes the performance adjustment process, maximum effort rule, and the protest and appeal process.
- Work with Team Management to ensure all registration papers are submitted on time and notify any changes to the GOC.

Communication:

- Be the sport's main point of contact with any communications from the Team Manager.
- Attend Head Coaches meetings as scheduled by the Technical Director.
- Hold a debrief session with your Team Manager, after each day's competition/any issues.
- Liaise with fellow Head Coaches/coaches to ensure that athletes are attending regular training.
- Attend any Appeal applications-on behalf of your athletes.
- Deal with disciplinary issues that may arise within your sport's team.
- Ask your sport's coaches to provide incident reports for any accident / incidents and ensure these are forwarded onto your Team Manager.
- Be the communication link with your athlete's parents/caregivers.
- Ensure a full report is supplied to the Club Committee on all aspects of the event including results, incidents, accidents, positives, and challenges.

- Encourage your athletes and fellow coaches to complete an event evaluation post the games.

Health and Safety:

- Head Coaches are responsible for the health and safety of their athletes 24 hours a day, for the duration of the games.
- Hold a copy of all athlete's medicals.
- Ensure an up-to-date list of medication is supplied for each of your athletes prior to leaving.
- Ensure an athlete information form is completed for all your athletes attending the games.

Accommodation/Travel:

- In consultation with the Team Manager, and GOC agree to a rooming plan, ensuring athletes are assigned to appropriate areas of accommodation.
- Carry a copy of the rooming plan so you can execute an emergency roll call should the need arise at any time.
- Ensure that your area of the accommodation is secure and that belongings are safe.
- Ensure you have access to the transport schedule during competition and that your athletes are ready and on time (with all their sports equipment/uniform) at the transport departure points throughout the games.
- Oversee necessary pastoral care for your athletes, including supervision at mealtimes, showering, bedtimes, laundry duties, and general care and maintenance requirements as needed and appropriate for all your athletes.

Equipment:

- List of contacts for all your athletes and fellow coaches cell phone.
- Emergency Contacts list.
- List of medications for each individual.
- Complete set of medical information for all your sport's team members.
- First aid kit

Major Issues and support:

- Contact your Team Manager, or any member of the Special Olympics New Zealand Senior Management team or Games Organising Committee. A full contact list will be provided ahead of the event.

NB: Special Olympics New Zealand Policy:

As per the Special Olympics Volunteers & Unified Partners Code of Conduct:

- Refrain from the use of alcohol, tobacco and illegal substances while involved at this Special Olympics event. Encourage any of your athlete's, fellow coaches, and parents/caregivers to do the same.
- Treat everyone involved with courtesy and respect, and aim to make Special Olympics a safe, welcoming, and positive environment.

Please visit the Special Olympics club resources page on the website for the full code of conduct.

Accountable to: Club Committee and Special Olympics New Zealand

COACH - ROLE DESCRIPTION

Role:

The coach is responsible for supporting the delivery of a quality training programme in the lead up to the National Summer Games. Each programme should be well-planned and offer all Special Olympics athletes the opportunity to develop their skills and fitness as well as attend the relevant levels of competition. Coaches will oversee all aspects of health and wellbeing of their respective sports teams and members during the National Summer Games and will maintain communication links with all necessary parties.

Work with:

Team Management, Club Committee, Head coach and other sports coaches, other support staff, athletes, families/caregivers, and SONZ staff as needed.

Main Tasks:

- Be familiar with and adhere to Special Olympics sports rules, policies, and procedures. This includes the, maximum effort rule, performance adjustment process, and the protest/appeal process.
- Support athletes through the event to ensure a successful and enjoyable experience.

Communication:

- Maintain regular communication with your Head coach and Team manager throughout the event.
- Attend Head Coaches meetings as scheduled by the Technical Director.
- Hold a debrief session with your Head Coach, after each day's competition/any issues.
- Liaise with fellow Head Coaches/coaches to ensure that athletes are attending regular training.
- Deal with disciplinary issues that may arise within your sport's team.
- Note and provide incident reports for any accident / incidents and ensure these are forwarded onto your Head Coach and Team Manager.
- Encourage your athletes and fellow coaches to complete an event evaluation post the games.

Health and Safety:

- Consultation with your team's head coach regarding the health and safety plan for the duration of the games.

- Ensure an up-to-date list of medication is supplied for each of your athletes prior to leaving.
- Ensure an athlete information form is completed for all your athletes attending the games.

Accommodation/Travel:

- Carry a copy of the rooming plan so you can execute an emergency roll call should the need arise at any time.
- Ensure that your area of the accommodation is secure and that belongings are safe.
- Ensure you have access to the transport schedule during competition and that your athletes are ready and on time (with all their sports equipment/uniform) at the transport departure points throughout the games.
- Oversee necessary pastoral care for your athletes, including supervision at mealtimes, showering, bedtimes, laundry duties, and general care and maintenance requirements as needed and appropriate for all of your athletes.

Equipment:

- List of contacts for all your supported athletes and fellow coaches, head coaches cell phone numbers.
- Emergency Contacts list.
- First aid kit

Major Issues and support:

- Contact your, Head Coach, Team Manager or any member of the Special Olympics New Zealand Senior Management team or Games Organising Committee. A full contact list will be provided ahead of the event.

NB: Special Olympics New Zealand Policy:

As per the Special Olympics Volunteers & Unified Partners Code of Conduct:

- Refrain from the use of alcohol, tobacco and illegal substances while involved at this Special Olympics event. Encourage any of your athlete's, fellow coaches, and parents/caregivers to do the same.
- Treat everyone involved with courtesy and respect, and aim to make Special Olympics a safe, welcoming and positive environment.

Please visit the Special Olympics club resources page on the website for the full code of conduct.

Accountable to: Head Coach, Club Committee and Special Olympics New Zealand

SPORTS PROGRAMME – ATHLETICS

Ngā Puna Wai Sports Hub, Augustine Drive, Wigram, Christchurch

National Summer Games 2025 Schedule

DAY	COMPETITION	TIME
Friday 12th	Team Manager Meeting	9.00am - 9.30am
	Morning Session	10.00am - 12.00pm
	Lunch	12.00pm - 12.45pm
	Afternoon session	1.00pm - 3.30pm
Saturday 13th	Team Manager Meeting	9.00am - 9.30am
	Morning Session	10.00am - 12.00pm
	Lunch	12.00pm - 12.45pm
	Afternoon Session	1.00pm - 3.30pm
Sunday 14th	Medal Ceremonies	10.00am - 12.30pm

SPORTS PROGRAMME – BASKETBALL

Parakiore Recreation and Sports Centre, 26 Saint Asaph Street,
Christchurch Central City, Christchurch 8011

National Summer Games 2025 Schedule

DAY	COMPETITION	TIME
Thursday 11th	Team Manager Meeting	8.30am - 8.45am
	Divisioning	9.00am – 10.30am
	Lunch Arrival	12.00pm - 12.45pm
	5x5 Round Robin	12.00pm- 4.00pm
Friday 12th	Team Manager Meeting	8.30am - 8.45am
	Morning Round Robin	9.00am - 12.00pm
	Lunch Arrival	12.00pm - 12.45pm
	Afternoon 5x5 Round Robin	1.00pm - 4.00pm
Saturday 13th	Team Manager Meeting	8.30am - 8.45am
	Morning 5x5 Finals	9.00am - 12.00pm
	Lunch Arrival	12.00pm - 12.45pm
	Afternoon 5x5 Finals	1.00pm - 4.00pm
Sunday 14th	Team Manager Meeting	8.30am - 8.45am
	3x3 Tournament	9.00am - 12.30pm
	Lunch Arrives	12.00pm - 12.45pm
	Medal Ceremonies	1.00pm - 2.00pm

SPORTS PROGRAMME – BOCCE

Ngā Puna Wai Sports Hub, Augustine Drive, Wigram, Christchurch

National Summer Games 2025 Schedule

DAY	COMPETITION	TIME
Thursday 11th	Team Manager Meeting	9.45am-10.15am
	Practice and Divisioning	10.15am-12.30pm
	Lunch Arrival	12.30pm
	Unified Pairs	1.00pm-3.30pm
Friday 12th	Team Manager Meeting	9.00am – 9:20am
	Competition Play – Teams	9:30am – 5:00pm
Saturday 13th	Team Manager Meeting	9.00am – 9.20am
	Competition Play – Pairs	9:30am – 4.10pm
Sunday 14th	Medal Ceremonies UoC, Student Assn	12.30pm – 1.30pm

SPORTS PROGRAMME – EQUESTRIAN

Christchurch Riding for the Disabled Indoor Arena, 102C Curletts Road
Hillmorton, Christchurch

National Summer Games 2025 Schedule

DAY	COMPETITION	TIME
Thursday 11th	Horse matching/ practice and divisioning ARRIVE 30 mins Prior	9.00am – 1.00pm
Friday 12th	Team Manager Meeting Welcome address to all	8.30am - 8.45am 8.45am – 9.00am
	Dressage and Equitation	9.15am - 12.00pm
	Lunch Break	12.00pm until 12.30pm
	Dressage and equitation	12.45pm – 4.00pm
Saturday 13th	Team Manager Meeting Morning announcements	8.30am - 8.45am 8.45am – 9.00am
	Working trail	9.15am – 12.00pm
	Lunch break	12.00pm – 12.30pm
	Working trail	12.45pm – 3:30pm
	Medal Ceremony	4.00pm-4.30pm

SPORTS PROGRAMME - FOOTBALL

Ngā Puna Wai Sports Hub, Augustine Drive, Wigram, Christchurch

National Summer Games 2025 Schedule

DAY	COMPETITION	TIME
Friday 12th	Team Manager Meeting	8.15am - 8.30am
	Divisioning Round	9.00am - 12.00pm
	School Exhibition Match/Lunch	12.00pm - 1.00pm
	Round Robin	1.15pm - 5.00pm
Saturday 13th	Team Manager Meeting	8.15am - 8.30am
	Round Robin	9.00am - 12.00pm
	Finals	1.00pm - 3.00pm
Saturday 13th	Awards Ceremony	3.15pm - 3.45pm
Sunday 14th	Fun Exhibition Match	9.00am - 11.00am

SPORTS PROGRAMME – GOLF

Harewood Golf Club, 371 McLeans Island Road, Harewood, Christchurch

National Summer Games 2025 Schedule

DAY	COMPETITION	TIME
Thursday 11th	Team Manager/Player Briefing Meeting	9.00am- 9.30am
	Practice Round	9.30am - 1.00pm
Friday 12th	Team Manager Meeting	10.30am - 11.00am
	18 Hole Individual (Level 5) – Tee off	11.00am - 3.00pm
	9 Hole Individual (Level 4) – Tee off	12.00pm - 3.00pm
	Skills Assessment (Level 1)	12.00pm- 2.00pm
	9 Hole Unified (Level 2) – Tee off	12.30pm - 3.00pm
Saturday 13th	Team Manager Meeting	12.30pm - 1.00pm
	18 Hole Individual (Level 5) – Tee off	1.00pm - 4.00pm
	Skills Assessment (Level 1)	2.00pm - 4.00pm
	9 Hole Individual (Level 4) – Tee off	
	9 Hole Unified (Level 2) – Tee off	2.30pm - 4.30pm
Sunday 14th	Team Manager Meeting	8.30am - 9.00am
	Sunday Summer Scramble (all levels fun competition and skills day)	9.00am - 1.00pm
	Medal Ceremony	1.30pm - 2.30pm

SPORTS PROGRAMME – INDOOR BOWLS

Canterbury Indoor Bowls Association, 25 Kearney's Road
Linwood, Christchurch

National Summer Games 2025 Schedule

DAY	COMPETITION	TIME
Thursday 11th	Team Managers Meeting	9.30am - 9.45am
	Pairs Divisioning / practice	10.00am - 12.30pm
	Fours Divisioning /practice	1.00pm - 3.30pm
Friday 12th	Team Managers Meeting	9.30am - 9.45am
	Pairs	10.00am -12.20pm
	Pairs (cont.)	1.30pm - 3.10pm
	Pairs Medals Ceremony	3.30pm
Saturday 13th	Team Managers Meeting	9.30am - 9.45am
	Fours	10.00am - 12.00pm
	Fours (cont.)	12.50pm - 1.40pm
	Fours Medals Ceremony	2.00pm

SPORTS PROGRAMME – POWERLIFTING

Ngā Puna Wai Sports Hub, Augustine Drive, Wigram, Christchurch

National Summer Games 2025 Schedule

DAY	COMPETITION	TIME
Saturday 13th	Team Manager Meeting	7.30am - 8.00am
	Weigh In Rack Heights Gear Check Warm-ups	8.00am - 10.00am
	3 Lift Competition	10.00am - 4.30pm
Sunday 14th	Team Manager Meeting	7.30am - 8.00am
	Weigh In Rack Heights Gear Check Warm-ups	8.00am - 10.00am
	2 Lift Competition Bench Press Only	10.00am-1.30pm
	Medal Ceremonies	1.45pm-2.30pm

SPORTS PROGRAMME – SWIMMING

Parakiore Recreation and Sports Centre, 26 Saint Asaph Street,
Christchurch Central City, Christchurch 8011

National Summer Games 2025 Schedule

DAY	COMPETITION	TIME
Wednesday 10th	Venue Orientation for Swim Leads Team Managers' Meeting (College House)	TBC 7.00pm – 8.30pm
Thursday 11th	Team Managers' Meeting Warm Up Session 1 – Heats Lunch Session 1 - Heats	8.00am – 9.30am 8.30am – 9.30am 10.00am – 12.30pm 12.30pm – 1.15pm 1.15pm – 5.00pm
Friday 12th	Team Managers' Meeting Warm Up Session 2 – Finals Lunch & Medal Ceremony Warm Up Session 3 – Heats Medal Ceremony	8.00am – 9:00am 8.00am – 9.00am 9.30am – 12.30pm 12.30pm – 2.00pm 1.20pm – 1.50pm 2.00pm – 5.00pm 5.00pm - onwards
Saturday 13th	Team Managers' Meeting Warm Up Session 4 – Finals Lunch & Medal Ceremony Warm Up Session 5 – Heats Medal Ceremony	8.00am – 9.00am 8.00am – 9.00am 9.30am – 12.30pm 12.30pm – 2.00pm 1.20pm – 1.50pm 2.00pm – 5.00pm 5.00pm - onwards
Sunday 14th	Team Managers' Meeting Warm Up Session 6 – Finals Lunch Medal Ceremony	8.00am – 9.00am 8.00am – 9.00am 9.30am – 1.30pm 1.30pm?? 1.30pm - onwards

NB: Times are subject to change.

SPORTS PROGRAMME – TEN PIN BOWLING

Zone Bowling, Christchurch – 15/21 Iversen Terrace, Waltham, Christchurch

National Summer Games 2025 Schedule

DAY	COMPETITION	TIME
Thursday 11th	Team Managers Meeting	8.30am - 8.45am
	Doubles	9.00am - 2.00pm
	Teams	2.30pm - 5.00pm
Friday 12th	Team Manager Meeting	8.30am - 8.45am
	Doubles	9.00am - 2.00pm
	Teams	2.30pm - 5.00pm
Saturday 13th	Team Manager Meeting	8.30am - 8.45am
	Doubles	9.00am - 2.00pm
	Teams	2.30pm - 5.30pm
Sunday 14th	Awards Ceremony Te Pae	3.00pm- 4.30pm

SPORTS MAJOR RULES – BASKETBALL

Special Olympics New Zealand 2025 National Summer Games Event Rules

This document outlines the confirmed major sports rules for each sport to be held at National Summer Games 2025. This does not include the full event list which is available on the National Summer Games 2025 website. Detailed rules can be found under the sports rules listed on the National Summer Games website.

Sport: Basketball 5v5

1. Team make up & Divisioning

- Teams of up to 10 players, 5 on court at a time. Teams can reduce to 4 players during a game but must start with 5.
- All players must be played in all games unless limited due to injury.
- Teams may be moved from any pool throughout the pool play process in order to maintain a competitive balance. The Divisioning Committee reserves the right to adjust the divisioning prior to the medal round.
- Only players, coaches and managers are permitted to sit on team benches
- Rolling subs are allowed during divisioning rounds.

2. Equipment and Court

- Size 7 Balls will be used for all games
- Hoop height will be at 10 FT for all games.
- Full court size is used
- Teams must all wear matching uniforms with clear and visible numbers on the front and back. Undergarments must be matching colours (e.g. Black or white or team colours) and not be loose fitting
- In the event of a uniform colour clash, Team A are required to wear light, Team B are required to wear Dark unless there is an agreement between teams.

3. Tournament Details

- Division A will run 10-minute quarters with a running clock. The last 2 minutes of a game will be made stop clock if the game score is 10 points or less difference.
- The Pool play and then resulting B, C, D and E divisions will run 8-minute quarters with a running clock.

- There will be no Shot Clock for any divisions.
- Each team will be allowed 1 time out in the first half and 2 in the 2nd for a total of 3-time outs. Time outs will be 1 minute long and the clock will stop.
- All team play styles, full court press/man to man, zoning is permitted but the ability to play these styles must be shown in the divisioning rounds to allow fair competition.
- No Ties. Overtime will run for 2 minutes of stop clock play and will be run as many times as required.

4. Fouls

- Free throws are awarded after a shooting foul as per standard Fiba rules. For all divisions, shooters will have 10 seconds to shoot from the time they receive the ball in their hands.
- A player will be fouled out on their 5th personal foul
- On and after 5 team fouls per quarter the offensive team will be awarded 2 bonus free throws.

5. Substitutions

- In A Grade/Division, to be made after a dead ball, substitutions to go through bench.
- In B Grade/Division, referees may allow substitutions after a basket at their discretion.
- In C, D, E Grade/Division, rolling subs are allowed.

6. Coaching

- Coaches are to remain within their coaching box at all times during game play.
- Coaches are allowed to approach the bench only at dead ball or quarter breaks.
- If a coach has a question for a referee, they are allowed to ask them during a dead ball situation in a respectful manner. Any form of yelling, abuse or poor language will result in appropriate warnings and fouls by the referees

7. Mercy Rule

- If a team is ahead by 20 points or more, they must ease any full court pressure and coaches must make a conscious effort to challenge their players in other ways to ensure enjoyment for the opposite team. (In any cases where there is a tie in competition points, only the games between those affected teams will be considered for differentials)
- Mercy rule is not enforced in finals/playoff matches in any division.

8. Additional

- All Standard basketball rules will be called by referees in A Grade.
- In Pool play and the resulting B, C, D and E grades the referees may use discretion with travel, double dribble, 3 second, 5 second and 8 second calls.

Sport: Basketball Unified 3x3

1. Team make up & Divisioning

- Teams of up to 5 players, 3 on court at a time. Teams can reduce to 2 players during a game but must start with 3.
- A team can have a unified player within its team make up but is not required to do so. The Unified players' skills and contribution to the game must align with the rest of the team.
- Divisioning games will be played in the first round, these games will be 5 minutes long. All coaches are required to start their starting 3 and encourage players to play with the same intensity as expected of them in competition games.
- All players must be played in all games unless limited due to injury.
- Teams may be moved from any pool throughout the pool play process in order to maintain a competitive balance. The Divisioning Committee reserves the right to adjust the divisioning prior to medal round.

2. Equipment and Court

- 3x3 Specific Balls will be used for all games (Size 7 weight, size 6 size)
- Hoop height will be at 10 FT for all games
- 3x3 is a half-court game, with one hoop. Changes in possession require players to clear the ball outside the 3pt line before attacking the hoop. And the ball is 'in play' after a whistle or to start the game with a check ball.
- Teams must all wear matching uniforms with clear and visible numbers on the front and back. Undergarments must be matching colours (e.g. Black or white or team colours) and not be loose fitting

3. Tournament Details

- All divisions will run 10-minute games with a running clock or first team to 21 points
- There will be no Shot Clock for any divisions.
- Each team will be allowed 1 time out in the first 7 minutes of a game. Time outs will be 30 seconds long.
- 1 point is awarded for a shot made within the arc. 2 points will be awarded outside the arc.
- The game will start with a flip of a coin for possession. The team that wins the coin flip decides whether it takes the ball or leaves it, in order to start in a potential overtime.
- There is no jump ball. In the case of a tie ball situation the defending team will gain possession of the ball.
- Overtime will only run in playoff games. Pool play will result in a tie result.
- Overtime will be golden point.

4. Fouls

- There will be no shooting fouls. 1 Bonus point is awarded for a shooting foul within the arc. 2 points will be awarded outside the arc.
- A player will be fouled out on their 4th personal foul
- On and after 7 team fouls the offensive team will be awarded 1 bonus point and the ball at the top of the arc.

5.Substitutions

- Rolling substitutions are allowed for all grades from the top of the court.

5. Protests and discipline (applies to both formats)

- Must be submitted to the competition manager and protest committee within 30 minutes of the posting of the provisional or final match result.
- There is a \$20.00+GST admin fee charged for all sports protests lodged. If your protest is successful, your \$20.00 will be refunded. Clubs will receive an invoice post event with the total amount owing.
- As per standard basketball rules, in the case of 2 technical or unsportsmanlike fouls for 1 individual. They will be ejected from the game and removed from the stadium until the end of the game.
- Referees will report all Technical or unsportsmanlike fouls to the TD team and if it is found that an individual has received 3 for poor behaviour they will be issued a game suspension. A fourth will result in tournament disqualification.

SPORTS MAJOR RULES – BOCCE

Special Olympics New Zealand 2025 National Summer Games Event Rules

Detailed rules can be found on under the sports rules listed on the National Summer Games website.

1. Balls

Red and Green balls will be used.

2. Palina

Yellow will be used.

3. Assistive Devices

If a player requires assistive devices such as a ramp, cone or a bell above the ball, the Manager of that club must inform the Technical Director before the start of the first game on day one of the tournament even if that player is not scheduled to play until later that day.

4. Divisioning

- Each club will be assigned to a court at a specified time.
- Each player, including those playing in Unified Games, will bowl 4 balls at each three distances.
- Each of the 12 balls thrown will be measured by a Bocce Official.

5. Tournament Rules

- **Number of balls played by a player**
 - **Pairs:** 2 balls each player each end.
 - **Teams:** 1 ball each player each end
- **Game Format**
 - **Pairs:** First to 12 points or 30 minutes.
 - **Teams:** First to 16 points or 40 minutes
 - **Tied at the end of time** - one more full end will be played.

6. Coaching

Once the athlete and/or Unified partner steps into the field of play there is to be NO discussion with any athlete or unified partner by a coach or a spectator.

- **Coaches Time Out** - only at the end of an end. Only one time out per team and no time outs in the last 5 minutes of a game.
- **Duration** of Coaches time out is 1 Minute.
- **Player Time Outs** - Will be allowed on a case-by-case basis. If TD believes it is warranted a maximum of 10 minutes will be permitted.

7. Penalties

Will be as per 2022 official rules under section 5.

8. Scoring:

Can be done by viewing or by Mechanical Measurements - these will be done by the tournament officials. Measurements will be from the centre side of the ball to the centre side of the palina.

9. Substitutions and Forfeitures

Substitutions must be made before the start of the scheduled game. A player who has registered to sub for one team may not sub for any other team during the tournament. They can substitute for the same team, different athletes in that same team across multiple games but for no more than one team. They can only substitute for one player in any given game.

Forfeits - in the interest of fair play we will not have any forfeits for NSG 2025. If a player cannot play on their scheduled game and no substitutes are available, the game will proceed without the player and without the balls that player would have played. Example 1. In a team game one player is unavailable. One ball from that side will be removed from the game. They will be removed for the full duration of the game.

Example 2. In a pairs game one player is unavailable. Two balls from that side will be removed from the game. They will be removed for the full duration of the game.

10. Protests

- Must be in writing and must be made by the coach within **10** minutes of the posting of match results. A protest will not be reviewed if the scoresheet is signed by both sides at the conclusion of the match.
- There is a \$20.00+GST admin fee charged for all sports protests lodged. If your protest is successful, your \$20.00 will be refunded. Clubs will receive an invoice post event with the total amount owing.

SPORTS MAJOR RULES – EQUESTRIAN

Special Olympics New Zealand 2025 National Summer Games Event Rules

Detailed rules can be found on under the sports rules listed on the National Summer Games website.

Sport: Equestrian

1. GOVERNING RULES

- The Official Special Olympics Sports Rules for Equestrian shall govern all Special Olympics competitions. As an international sports program, Special Olympics has created these rules based upon the International Equestrian Federation (FEI) rules for equestrian found at <http://www.fei.org>. FEI or National Governing Body (NGB) rules shall be employed except when they conflict with the Official Special Olympics Sports Rules for Equestrian or Article I. In such cases, the Official Special Olympics Sports Rules for Equestrian 2022 shall apply.

2. EQUIPMENT

- A rider must use the same horse in all events during the entire competition.
- Clothing must be workmanlike and neat.
- All riders must wear heeled boots.
- Riders who must wear footwear as the result of a physical disability must have a physician's statement submitted with their Rider Profile. In this case, safety stirrups are obligatory. Peacock safety stirrups, S-shaped stirrups or Devonshire boots if unable to wear proper boots.
- Helmet Tagging - All rider helmets must be tagged or taggable before competition. This is in line with the Equestrian NZ rules.
- Number: Competitors must wear their assigned number prominently displayed on their backs during competition, practice at the competition and while in the competition "holding area" (stage).
- During practice, athletes must adhere to the helmet, boots and long pants rule, but may wear short sleeved shirts without riding coats.
- English style tack will be provided, that fits the horse correctly.
- Riders may bring their own safety stirrups and leathers to the competition.
- In case of wet weather, athletes will be permitted to wear a hat cover and a conservative raincoat. In extreme heat (above 80 degrees), the judges may permit athletes to show without riding coats.

3. JUDGING

- A qualified judge will be assigned for each phase of the competition.
- **It is the coach's responsibility** to be completely familiar with section 10 of the Special Olympics Equestrian Sport Rule 2022, describing the penalty system.
- The following points (where appropriate) have equal consideration in judging all classes:
 - 6.1.1 Rider's balance
 - 6.1.2 Rider's seat
 - 6.1.3 Use of aids
 - 6.1.4 Ability to follow directions, ring etiquette and safety.
 - 6.1.5 Sportsmanlike conduct
- Unauthorized assistance from horse handlers and side walkers will result in penalties.
- Coaching / Outside assistance (rail side coaching) will be penalized at the judge's discretion. Electronic communication devices used for the purpose of communicating between riders and individuals outside the ring are prohibited.
- 6.3.1 Side walkers may not give verbal commands or extra physical prompting except in case of emergency.
- 6.3.2 Special consideration will be given to riders with visual or auditory impairments or severe physical disability.
- 6.3.3 Coaches may not act as horse handlers, side walkers or spotters for their own athlete anytime while that athlete is being judged.
- 6.3.4 Each team is to provide their own NZSO registered volunteers, to act as Dressage test callers, or as leaders/side walkers, for their supported athletes.

4. Horse Matching and Selection

- During practice, coaches must establish, ultimately and undoubtedly, whether a horse is suitable for a rider. Changing horses for safety reasons is still allowed at this stage. After preliminary tests, changing of horses is possible only when a horse is sick or unsound.
- Where a rider is not bringing their own horse for the competition, 2 horses will be selected for each rider to trial, based on the rider profile information. If the rider and coach feel the first horse is not suitable, and they then choose to trial the second horse, then they must compete on the second horse, and cannot go back to the first option.

5. Protests

- Must be submitted to the competition manager and protest committee within 30 minutes of the posting of the provisional or final match result.
- There is a \$20.00+GST admin fee charged for all sports protests lodged. If your protest is successful, your \$20.00 will be refunded. Clubs will receive an invoice post event with the total amount owing.

SPORTS MAJOR RULES – FOOTBALL

Special Olympics New Zealand 2025 National Summer Games Event Rules

Detailed rules can be found on under the sports rules listed on the National Summer Games website.

Sport: 7-A-Side Football

1. Field of Play

- Dimensions: Rectangular field, max 70m x 50m, min 50m x 35m.
- Goal Size: 5m wide x 2m high.
- Goal Area: 8m x 20m.

2. The Ball

- Size 5 ball

3. Number of Players

- Team Size on Field: 7 players per team, including the goalkeeper.
- Minimum to Start/Continue: 5 players.
- Roster Limit: Max 12 players.
- Substitutions:
 - Unlimited, including re-entry.
 - Allowed at stoppages (e.g., throw-ins, goals, injuries).
 - Must be signalled to and approved by the referee.

4. Equipment

- Players must wear numbered shirts and shin pads.
- No metal studs are allowed on footwear.

5. Match Duration

- Game Time: 2 halves of 20 minutes.
- Halftime: 5 minutes.
- Tiebreakers:
 - Two 5-minute overtime periods.

If still tied, the game goes to penalty kicks.

6. Ball In and Out of Play

- Kick-in replaces throw-in.

- Goal Clearance replaces goal kicks:
 - Taken by goalkeeper, must throw the ball beyond the penalty area but not beyond halfway line.
 - Ball must touch ground or a player before crossing halfway.

7. Fouls & Discipline

- No offside rule in 7-a-side.
- Most fouls result in indirect free kicks.
- Penalty kicks are direct, taken from 7 meters.
- Red card or 2 yellows → player is expelled:
 - Team plays one player short for 2 minutes.
 - A substitute may enter after 2 minutes with referee approval when play is stopped.

8. Free Kicks

- Opponents must be at least 5 meters away.
- If a free kick is awarded inside 5 meters of the goal, it is moved back to 5 meters.

9. Penalty Kicks (Tiebreakers)

- 5 players (on the field at end of match) per team take alternating kicks.
- Team with most goals after 5 rounds wins.
- If tied, sudden death continues until one team scores more.
- All players must take a turn before any player takes a second.
- If teams have unequal players at match end, the larger team must reduce its number to match.

10. Coaching & Bench Conduct

- Each team is assigned a bench area (15m length, 5m back from sideline).
- Only one coach may stand at a time.
- Referee may eject coaches for unsportsmanlike behaviour.

11. Protests

- Must be submitted to the competition manager and protest committee within 30 minutes of the posting of the provisional or final match result.
- There is a \$20.00+GST admin fee charged for all sports protests lodged. If your protest is successful, your \$20.00 will be refunded. Clubs will receive an invoice post event with the total amount owing.

SPORTS MAJOR RULES – GOLF

Special Olympics New Zealand 2025 National Summer Games Event Rules

Detailed rules can be found on under the sports rules listed on the National Summer Games website.

1. Event Format

- The tournament is a Stroke and Net competition.
- Rule adjustment: There is a maximum of 10 shots per hole. If a player reaches 10 shots, they must pick up their ball and record a 10 for the hole.

2. Tee Information

- For the 18-hole grades, men will compete off the white tees and women off the yellow tees.
- All other grades will be off the yellow tees for both men and women.

3. Golf Carts

- At the event, athletes will be required to walk. A case may be considered for using a power cart during the competition upon presentation of a medical certificate to the Tournament Director no later than.

4. Slow Play

- For the purpose of preventing slow play, the Committee may, in the conditions of a competition (Rule 33-1), establish pace of play guidelines including maximum periods of time to complete a stipulated round, a hole, or a stroke.
- Marshals may be present on the course to monitor slow play; this will be confirmed by the Tournament Committee on the day.

5. Caddies

- A caddie is defined as “one who assists the player in accordance with the Rules, which may include carrying or handling the player’s clubs during play.”
- If you choose not to bring a caddie, it is not the responsibility of the tournament committee to provide a caddie at the competition.
- For tournaments and competitions, coaches can assume the role of a caddie, with the understanding they will relinquish their coach privileges (ie. ability to file a protest) during the competition.
- A caddie should not be utilized for Levels 2 where the Unified partner would assume the role of providing advice to the athlete, including club selection, course management, keeping of the scorecard and etiquette.

6. Equipment

Each player is responsible for providing his/her own equipment, including:

- A set of clubs (No more than 14 clubs)
- A golf bag
- Golf balls
- Tees
- Divot Repair Tool (Not required at Level 1)
- Ball Marker (Not required at Level 1)

7. Scoring (marking of cards)

Unified:

Both players on the team should verify their team's hole-by-hole scores, and one of the players -- preferably the athlete with an intellectual disability-- shall sign the scorecard.

Individual:

- If a 10th stroke is played without holing the shot, the player shall record a score of 10x and proceed to the next hole.
- The competitor will be responsible for verifying his/her own score and signing his/her scorecard.
- Scorecards will require both a player and a marker signature to be accepted.

The Tournament Committee may also appoint a volunteer or caddie to serve as a marker.

8. Ties

In the event of tied scores at the conclusion of the tournament, the following methods will be used to determine placings:

- Of the players tied for first place, the player with the fewest number of 10x scores shall be declared the winner.
- If this method does not determine a winner, the DotGolf countback method will be used (lowest back nine score, if tied, the last three, if tied, last hole)
- All other ties shall remain ties, and all players should be presented with the same award.

9. Handicap Freezing:

Player handicaps will be frozen one week prior to the start of the tournament. These frozen handicaps will be used for the entire duration of the event, regardless of any subsequent changes.

For example, a player with a handicap of 24.5 on December 4th will remain on 24.5 throughout the tournament, regardless of any rounds submitted that would normally alter their handicap.

SPORTS MAJOR RULES – INDOOR BOWLS

Special Olympics New Zealand 2025 National Summer Games Event Rules

Detailed rules can be found on under the sports rules listed on the National Summer Games website.

Sport: Indoor Bowls

Special Olympics Indoor Bowls events are conducted around players of similar ability being grouped for competition (graded).

As Indoor Bowls is not an Internationally Sanctioned Special Olympics sport, it is played under New Zealand Indoor Bowls Federation (NZIB) rulings. However, Special Olympics grading and the subsequent rule variations from this, take precedence over any NZIB, or Local Association rulings for player eligibility in a Special Olympics event of competition.

Below are the conditions of play for 2025 National Summer Games.

1. All Pairs games will consist of 7 ends or 35-minutes (whichever comes first).
2. All Fours games will consist of 7 ends or 40-minutes (whichever comes first).
3. Athletes will play in the grade as per the Special Olympics New Zealand national Indoor Bowls register, unless entry numbers determine otherwise.
4. No player may play in a lower grade than their own - e.g. one A grade and three B grade bowlers must play in the A grade Fours.
5. For Pairs competition the two strongest players in a specific grade should be placed in the same team, then the next two strongest players etc. to match players of similar ability.
6. Divisioning games will be played if entry numbers and/or grade composition require this. Divisioning games will run for 30 minutes.
7. If required, divisioning games will consist of 4 ends. The number of divisioning games required will be determined by entries received for each grade.
8. A team's final placing in a division will be established using the following methods.

- Three game points will be awarded for each game won; Two game points will be awarded for each game drawn; One game point will be awarded for each game lost.
 - **GAME POINTS** - Total number of Game Points awarded to a team for winning, drawing, or losing its games during the competition. The team with the highest number of game points is assigned the higher placing.
 - **ENDS WON** - If there are two or more teams with an equal number of Game points awarded, then the team who won the greatest number of Ends is assigned the higher placing.
 - **SCORE POINT DIFFERENTIAL** - If there are two or more teams still with the same game points awarded and the same number of Ends won, the team with the best positive differential between accumulated score points won, minus accumulated score points against in all their games during the competition, is then assigned the higher final placing.
 - If there are still two or more teams with the same number of differential points, as a decider the head-to-head result will determine the higher placing.
 - After all the above methods have been applied, there is still no clear decision, joint final placings will be awarded.
9. The Technical Director (or appropriate Controlling Authority) shall have the right to adjust times and/or conditions of play should they deem it necessary.
10. **Protests**
- Must be submitted to the competition manager and protest committee within 30 minutes of the posting of the provisional or final match result.
 - There is a \$20.00+GST admin fee charged for all sports protests lodged. If your protest is successful, your \$20.00 will be refunded. Clubs will receive an invoice post event with the total amount owing.

SPORTS MAJOR RULES – POWERLIFTING

Special Olympics New Zealand 2025 National Summer Games Event Rules

Detailed rules can be found on under the sports rules listed on the National Summer Games website.

Sport: Powerlifting

1. Governing Rules

The Official Special Olympics Sports Rules for Powerlifting govern all competitions. They are based on International Powerlifting Federation (IPF) rules or New Zealand Powerlifting Federation Rules (NZPF), but the Special Olympics rules take precedence if there is any conflict.

2. Divisioning and Competition Schedule

Athletes are divided by gender, weight class, age, and ability. The IPF Goodlift Formula is used when fewer than three athletes are available per weight class or to calculate combined scores. Divisions within these categories are determined by "opening attempts" which must be provided in advance but will also be obtained on the day of competition at weigh in

3. Weigh In

Athletes must declare their weight category at the technical meeting to allow for divisioning- timing of this is still to be arranged. Weigh-ins occur two hours before the competition for a specific category, lasting no more than one hour and thirty minutes. All competitors in the category must be present.

4. Costume and Personal Equipment

Only Classic or Raw competitions are permitted, with no equipped lifting gear allowed. Further details are outlined in paragraph 4.11 of the 2022 Special Olympics Powerlifting Sport Rules. A gear check will be carried out by the referees prior to the commencement of the competition.

5. Rules for the lifts

The rules for lifts are detailed in paragraph 5 of the 2022 Special Olympics Powerlifting Sport Rules. Here are some highlights:

- A lifter is permitted one (1) change of weight on the first attempt of each lift. The change of weight may be higher or lower than that originally submitted and the order of lifting in the first round will change accordingly. If he/she in the first group, this change may take place at any time up to within three (3) minutes before the start of the first round of that lift.
- A lifter must submit his/her second and third attempts within one (1) minute of completing his/her preceding attempt. The one (1) minute will begin from will begin from the time that the lights are activated. If no weight is submitted within the one (1) minute time allowance, the lifter will be granted a 2.5kg increase on his/her next attempt. Should the lifter have failed his/her previous attempt and not submitted a weight for a further attempt within the one (1) minute time allowance, then the bar will be loaded to the failed weight.
- Weights submitted for second round attempts on all three (3) lifts cannot be changed. Similarly, third round attempts on the squat and bench press cannot be changed. Under this rule, once an attempt is turned in, it cannot be withdrawn.
- In the third round of the deadlift, two (2) changes are permitted. The change of the weight may be higher or lower than the lifters previously submitted third attempt. However, there are only permitted provided that the lifter has not been called to the bar already loaded to his/her previously submitted weight by the speaker.
- If a lifting session consists of a single group, i.e. up to a maximum of fourteen (14) lifters, an interval of twenty (20) minutes shall be allowed POWERLIFTING SPORT RULES 25 VERSION: October 2022 © Special Olympics, Inc., 2022 between the lifts. This is to ensure adequate time for warm up and platform organization.
- When two (2) or more groups take part in a session upon a single platform, lifting will be organized on a group repetition basis. No time interval will be allowed between rounds other than that necessary for arranging the platform.

6. Miscellaneous Rules

- During competitions, only authorised individuals (the lifter, coach, Jury members, referees, spotters/loaders, and Technical Controller) may be near the platform or stage. Coaches must stay within designated coaching areas.
- Lifters failing three successive attempts are eliminated from the overall competition but may contest individual lift awards.
- Spotters/loaders may assist with removing the bar but cannot help the lifter perform their attempt.

SPORTS MAJOR RULES/TIPS – SWIMMING

These Tips have been prepared to ensure everyone; swimmers, coaches, team managers and officials, are all on the same page so that everyone can have an enjoyable and positive experience.

1. Relevant Rules:

The swimming competition at the 2025 National Summer Games will be managed in accordance with the Swimming NZ Swimming Pool Rules (updated Dec, 2023) and, the Special Olympics International Swimming Rules (2022).

2. Pool Depths:

Learners' Pool - 19m pool

- Start end – 0.7m
- Finish end – 1.0m
- Pool will be roped off at 15m for all races.
- All 15m Fundamental Events will be swum here.
 - All events will be a water start.

Main Pool - 25m pool, utilizing a bulkhead

- Start/finish end – 2.2m
- Turn end – 2.2m.
- For all 25m and upward events including 25m Fundamental Events (25m Freestyle, 25m Kickboard and, 4x25m Freestyle Relay).
- 25m events will start at the turn end bulkhead.
- Regulation start blocks are available both ends.

3. Sports Information Desk (SID):

- This desk is your first point of call for general enquiries and will be available during all sessions.
- The following forms will be available – Withdrawal, Relay Replacement, Performance Adjustment Declaration (PAD), Protest and, Appeal.
- Collection point for Disqualification notices (DQs) and other admin notices.
- Location will be notified at the Team Managers' meeting.

4. Team Managers' (TM) Meetings:

- Held at the beginning of each competition day, in a Meeting Room – times to be notified.
- It is mandatory for the TM to be present at each meeting. A role call will be taken to ensure all TMs attend.
- A written record of each meeting will be taken, and a copy will be available from the SID.

5. Pool Side Etiquette:

- The only people allowed on to the pool deck are Coaches and Assistants.
- Assistants, for swimmers with an 'A' exception code, will be allowed at marshalling and on to the pool deck. You can only assist your swimmer to their start block or, into/out of the pool. Coaching is not permissible. Once racing has commenced, Assistants are required to move away from the start blocks ensuring they do not interfere with Officials and TKs.
- Assistants, for swimmers with a 'T' (Tapper) exception code for low vision, will also be allowed at marshalling and on to the pool deck. You can only guide your swimmer to their start block and/or, into/out of the pool and, also tap your swimmer for a start, at each turn and, the finish. Two Assistants will be required – one at the start end and one at the turn end. Coaching is not permissible. Once racing has commenced, 'T' Assistants are required to cooperate with Officials and TKs to ensure everyone can carry out their task.
- Assistants will require accreditation that will be available at the initial TMs meeting.
- At the start of a race, swimmers must not enter the water or climb on to the start blocks until the referee gives a long whistle blast or, when advised to by an official.
- Water start swimmers, 'W' code, who need to swim under lanes to their allocated lane must be at a side ladder ready to enter the pool at the referee's long whistle.
- At the conclusion of a race swimmers need to wait in their lane, clear of the touch pad, for two short whistle blasts from the referee before exiting to the sides. Swimmers must exit the pool to the sides and not climb out over the touch pads or lane ropes. Lanes 1 – 4 swimmers exit to their closest side and, lanes 5 – 8 swimmers to their closest side.
- Coaches, managers and all spectators need to be quiet at the start of a race, indicated by the referee's long whistle, so all swimmers can hear the start commands clearly to ensure a fair start.

6. Swimsuits:

- Please refer to the Special Olympics branding document – [Club Uniform Guidelines](#)
- Special Olympics NZ (SONZ) has adopted the Swimming NZ (SNZ) 'Inclusive Swimwear Policy'. This means swimmers may wear clothing to cover a greater area of their body but, there are mandatory conditions –
 - ✓ *Swimmers may choose a swimsuit style that covers additional body surface including the legs, arms and/or head, but not the face.*
 - ✓ *Swimmers may choose a relaxed fitting swimsuit style however, this must not be so loose as to cause a safety risk, this includes swimwear that prohibits the body from moving freely and/or swimwear that impedes buoyancy. Swimsuits must not cover the face as this is a drowning risk.*
 - ✓ *Swimmers may choose to wear a swim skirt as an additional layer over a standard swimsuit.*

- ✓ *There is no limit to the number of pieces the swimwear may be made from however, if the Technical Director/Meet Referee believe it would be capable of unfairly enhancing a swimmer's performance, it will not be permitted.*
- ✓ *Swimwear must be of textile material (i.e., permeable textile open mesh materials such as cotton, nylon, lycra and the like) with no application of surface treatment closing the open mesh structure. Swimwear must not contain any non-textile material such as polyurethane or neoprene that may increase buoyancy.*
- ✓ *The swimwear of all swimmers shall be modest, in good taste and must not be transparent.*
- View the (SNZ) 'Inclusive Swimwear Policy' [Swimming NZ Inclusive Swimwear policy](#)
- NB: The 'U' exception code is no longer required.

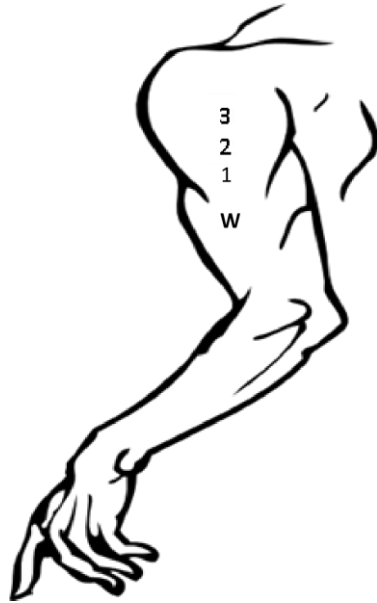
7. **Taping/Strapping and Jewellery on Swimmers:**

- Any taping or strapping on a swimmer must be approved before each session by the Technical Director (TD).
- A medical certificate from a Doctor or Physio will be required.
- It is permissible to tape not more than one or two fingers or toes.
- Jewellery, including watches, of any nature is discouraged. A dispensation may be given on cultural grounds but must be approved by the TD. Medic Alerts are exempt.

8. **Swimmer's Bib Number:**

- Please supply your own black broad point or chisel point vivid permanent marker.
- Mark clearly on both upper arms with each digit at least 4cm high and bold.
- Bib numbers must be written vertically with the Exception Code/s below.

- If clothing covers the arms, then their Bib Number and Exception Code must be clearly visible below the sleeves or, on the hands.



9. Swimming Exception Codes:

NB: Important change. The only Exception Code required at entry time is the 'L' code (swimmer requires an outside lane). All other Exception Codes must be applied to the swimmer's arms on the day of competition. This is the responsibility of the Club Coach/Team Manager.

The Exception Codes, adopted by Special Olympics International, must be used for all swimmers who need extra assistance.

- The code/s must be written vertically on the upper arms of the swimmer however, if clothing covers the arms, then their Bib Number and Exception Code must be clearly visible below the sleeves or, on the hands.
- The codes, as displayed on the arms, will be enforced by the swim officials, irrespective of what the swimmer may wish at the last moment, so please ensure these are correct.
- For a copy of the Exception Codes found in Club Resources, Swimming - Event Managers Resources – <https://specialolympics.org.nz/club-resources/>

10. Relay Team Substitutions:

- All relay team members names, including reserves, must be submitted at entry time.
- Replacements for any relay team member will be permitted up to the time of the TMs meeting on the morning the relay race is being swum. The only exception to this is an injury or medical condition to a swimmer who was registered to compete in the relay race but has had to withdraw. A replacement can be made up to 30 minutes before the race is called/marshalled by completing a Relay Team Member Replacement form and submitting it to the SID. Further information will be available at the Team Managers' meeting.

- Replacement swimmers must be from the same Club and, should be slower than the swimmer they are replacing to avoid possible Maximum Effort violation (ME), as the team would have been divisioned based on the original four members' times.

11. Divisioning:

Heats/Preliminaries

- The 15% variance will NOT be used and therefore all 8 lanes may be used to expedite the days programme.
- Divisioning for heats/prelims is based on entry times.

Finals

- Swimmers will be divisioned according to their gender then, time.
- If the percentage difference margins in the initial finals divisions are too great within the genders, then events may become combined to keep the ideal margins within 15% variance in each division.
- Awards (medals/ribbons) for Combined events will be assigned based on the finishing position of the swimmers and NOT on gender.
- In compliance with the Special Olympics International General Rules, final divisions will have a minimum of three (3) participants and a maximum of eight (8) per division within each event.

12. Performance Adjustment Declaration (PAD):

- For finals divisioning, the system (GMS operator) will automatically use the athlete's best result from either their entry time or, their heat/preliminary performance.
- However, if an athlete's heat/preliminary time is slower than their entry time, coaches may request that this slower time be used for finals placement (divisioning) by submitting a Performance Adjustment Declaration (PAD).
- This allows for more accurate and fairer divisioning when an entry time or a heat/preliminary time may no longer reflect the athlete's current ability.
- If a PAD form is not submitted, divisioning will be done by automatically selecting the best result between the heat/prelim result and the athlete's entry time.
- PADs must be lodged, to the SID, by the Head Coach/TM within 30 minutes of the heat/prelim results, for the event, being posted.

13. Maximum Effort (ME) Violations

- For Fundamental Events, including all 15m events and, 25m freestyle, 25m kickboard and, 4 x 25m freestyle relay, a swimmer/team who exceeds a time of 25% better than the time recorded for divisioning or, a reported time may be disqualified if they are faster than the 5% improvement margin set by the top placing finalist who has **not** been flagged for breaching maximum effort.
- For 25m and longer events, with the exception of 25m freestyle, 25m kickboard and, 4 x 25m freestyle relay, a swimmer who exceeds a time of 15% better than the time recorded for divisioning or, a reported time may be disqualified if they

are faster than the 5% improvement margin set by the top placing finalist who has **not** been flagged for breaching maximum effort.

- ME will not be enforced for any 'Straight Final' races or in the top Division of any events.

This is because swimmers do not have an opportunity to progress to a higher Division.

- Athletes who are disqualified for ME will be awarded a Participation Ribbon.

14. Protests:

- The role of the competition management team and, swimming officials, is to enforce the rules so that there is fair competition.
- As a Coach/TM, your duty to your swimmers and team is to protest any action or events, while your athlete is competing, that you think violated official swimming rules/regulations.
- However, it is extremely important that you do not protest because you and your athlete did not get your desired outcome for an event. Making a Protest is your right but it is a formal and serious matter.
- If you lodge a protest, ensure you complete all sections thoroughly including an accurate account of the rule or regulation deemed to have been broken. No protests will be accepted if the form is incomplete. Copies of the swimming rules are available from the SID but, it is prudent to carry your own copy at all times i.e., both the Swimming NZ and SOI rules.
- Protests will only be accepted from the swimmer's Head Coach or Team Manager. NO parents, supporters or swimmer can submit a protest.
- Protest forms must be submitted to the TD within 30 minutes of the posting of the heat/prelim or, preliminary final result.
- Your Protest will be managed by the session Referee who will determine a response.
- There is a \$20+GST fee for lodging a Protest. If a fee is payable ie, your Protest was not upheld, it will be invoiced to Clubs at the conclusion of the Games

15. Appeals:

- If you are not happy with the response from the Referee to your Protest, you may appeal their decision.
- Appeal forms are available from the SID and must be completed in full.
- The competition Jury of Appeal will consider if there are any grounds for the appeal. Their decision is final.
- The Jury of Appeal members for the 2025 NSGs will be announced at the TMs Meeting.
- There is no additional cost for lodging an appeal.

16. Marshalling:

- Swimmers need to be at marshalling at least 5-6 races in advance. The announcer will keep you informed.
- Coaches/TMs may take their swimmer to the marshalling area but must not enter the area or talk to their swimmer. Assistants will be able to enter.
- Swimmer's names will be called three (3) times only and this will be via the marshalling officials, not the Announcer. This is where the Bib numbers clearly displayed on both arms is beneficial to the marshals as some athletes do not respond to their name when called (as you are aware ...).
- If your swimmer does not arrive at marshalling before their scheduled race is taken to the seating behind the starting blocks they will be marked as a 'no show' and will not be able to compete in the race.
- If it is a heat/prelim race then a 'no show' will eliminate the swimmer from competing any further in this particular event i.e. the final, irrespective of whether there may be a 'spare lane' in a later race.

17. Warm Up/Warm Down:

- There will be an official warmup time in the competition pool before each session commences.
- 25m events, and relay swimmers should use the warmup session to become familiar with the bulkhead.
- Swimmers may use the other half of the 50m swimming pool for warming up and down before and after their races.
- This pool is strictly for warm up and warm down and, is not for general fun/social activities.
- Any swimmer not adhering to this request may be asked to leave the pool.
- It is the responsibility of Coaches/TMs to supervise swimmers during warm up/down time.
 - Warm Up Procedure - Club Resources, Swimming, Coaches Resources
<https://specialolympics.org.nz/club-resources/>

18. Presentations/Awards Ceremony (Medals & Ribbons):

- The presentation of medals and ribbons will take place at intervals through-out the session, as per the schedule provided at the TMs meeting.
- Coaches and TMs need to be aware of which awards are being marshalled for and presented. Announcements will be made.
- Swimmers will be marshalled and then escorted to and from the podium. Assistants may attend. They can then be collected by a Coach/TM at the conclusion of the presentation.
- It is highly recommended that swimmers wear their Club track suit tops or polos/t-shirts, as a minimum, for the Presentation Ceremony.

19. Coaches Area for Starts/Finishes

- There may be a designated area for coaches only, close to the start/finish end.
- Coaches must vacate the area at the completion of their swimmer's race.
- You must not communicate with your swimmer.

20. Common Disqualifications (DQ's):

Below is a brief summary of the most common technical infringements along with some explanations.

A. Special Olympics Swimming Sports Rules – 2022

Refer to SOI Rules for 15m Fundamental Events -

<https://specialolympics.org.nz/what-we-do/sports/>

Swimmer -

- can stop, stand and rest in assisted, unassisted, kickboard and freestyle events but, they cannot walk or jump. This does not apply to the 15m walk event.
- did not have at least one foot in contact with the pool bottom at all times in a walking event.
- took arm stroke/s during kickboard event.
- hand not in contact with kickboard at finish.
The finish in a kickboard race is when either the board or part of the body touches the wall.
- Swimwear rules apply.

B. Swimming NZ Rules (Dec, 2023)

Refer to Swimming NZ Swimming Pool Rules, SW 4 to SW 18 –

<https://www.swimmingnz.org/post/updated-nz-swimming-rules-for-the-pool>

Starts – SW 4

- Initiated a start before the start signal was given.
After the starter has said 'take your marks' a swimmer must 'lock themselves in' ie, become stationary until the start signal is given. However, an involuntary movement or twitch is not regarded as initiating a start. A swimmer who false starts by falling in to the water, before the start signal is given, may be allowed to start again as it creates a more friendly, convenient and less embarrassing situation. But they may still be DQ'd by the Referee at the conclusion of the race. Often the swimmer doesn't understand they cannot swim again, because of the one start rule, so this procedure eliminates any awkward situations for everyone.

Freestyle – SW 5

- Not touching the end of the pool with some part of their body during turns and at the finish. *They can swim back to make a touch but they can only do this in freestyle events.*
- Walking on and/or jumping from the bottom of the pool.
They may stop and stand in freestyle events only but they cannot walk or jump.
- Head did not surface before or at the 15m mark following a start or turn.
- Pulling on the lane ropes.
If a swimmer stops and stands, they may hold the lane rope but they cannot use the lane rope to gain momentum. Likewise, they cannot pull on a lane rope while swimming.

For freestyle events, freestyle means any stroke/style except that, in Individual Medley or Medley Relay events, freestyle means any stroke/style other than backstroke, breaststroke or butterfly.

NB: The time will be a freestyle time. If they swim backstroke they must dive in at the start.

Backstroke - SW 6

- Head did not surface before or at the 15m mark following a start or turn.
- Not on back leaving the wall after a turn.
- During a turn, left a position on the back & did not immediately initiate a turn.
- After rotating on to the breast took more than one single or double arm pull to initiate the turn.
- Failed to touch the wall at a turn or the finish.
- Not on back when touching wall at end of race.
- Completely submerged during the stroke except within 5m whilst reaching for the finish.
- Left a position on the back i.e., standing or walking.

Breaststroke – SW 7

- Incorrect stroke cycle.
Must be one arm stroke followed by a breaststroke kick.
- Hands brought back beyond the hip line apart from the first stroke following a start or turn.
- Butterfly kick not before the first breaststroke kick.
- More than one butterfly kick before the first arm stroke.
- Head did not break the surface of the water before the hands turn inward at the widest part of the second stroke.
- Feet not turned out during propulsive part of the kick.
- Non-simultaneous touch of the hands at the turn and/or the finish.

The touch can be made at, above or below the water level and the hands do not need to be on the same plane ie, one can be above the water and the other below.

- Hands not separated during touch at turn or the finish.
- Nonsimultaneous arm and/or leg movements.
- Leaving a position on the breast ie, standing or walking.

NB: the 15m mark rule does not apply in breaststroke.

Butterfly - SW 8

- Head did not surface before or at the 15m mark following a start or turn.
- More than one arm pull under the water following the start or turn.
- Nonsimultaneous touch of the hands at the turn and/or at the finish.
The touch can be made at, above or below the water level and the hands do not need to be on the same plane ie, one can be above the water and the other below.
- Hands not separated during the touch at the turn and/or finish.
- Forward movement of the arms under the water at a turn or the finish.
- Left a position on the breast during the race ie, standing or walking.
- Alternating movement of the arms.
- Alternating movement of the legs and/or feet.
- Arms not brought forward over the water

Medley – SW 9

- Incorrect stroke order.
The correct order for Individual Medley is butterfly, backstroke, breaststroke and freestyle.
For Medley Relays the order is backstroke, breaststroke, butterfly and freestyle.
- Failed to finish each stroke in accordance with the finish rule for that stroke.

The Race – SW 10

- Pulled on a lane rope.
This applies to all strokes.
- In a relay changeover the feet are not in contact with the starting platform before the preceding team member touches the wall.
- Swimmer did not remain and finish in the lane they started in.
- Obstructed another swimmer.

21. General:

- If your swimmer wishes to use the track start ledge, on top of the start block, please make sure they are familiar with its operation. It must be set by the swimmer just prior to their race – Turn Judges will be able to assist.
- A strobe light is positioned on the top of the start unit for hearing impaired swimmers.

- Swimmers need to be able to perform each stroke entered technically correct. No exception will be given to a swimmer who is hindered by a physical impairment, apart from not being able to hold the backstroke bar with both hands – in this case apply an 'E' Exception Code. This is of particular importance in the strokes of breaststroke and butterfly.
- It is recommended that relay team members hug a lane rope at the completion of their leg until all team members have finished. They must not hinder any swimmer in other lanes. It is recommended that all swimmers move back to the 'T' on the black lane line.
- A relay team, which combines genders to include both male and female swimmers, shall compete as a Male relay.
- Automatic timing ie, touch pads, will be used for all events in the main pool with the exception of the relays where manual timing will be used.

This event entails a huge team effort.

As a Coach it is your responsibility to ensure your swimmers can perform each stroke entered in accordance with the swimming rules for the stroke.

As a Team Manager, it is your responsibility to ensure your swimmers are at the correct place at the correct time and that all administration matters are taken care of.

The role of the swimming Officials is to ensure the rules of swimming are adhered to in the pool and that all swimmers are treated fairly.

The role of the Technical Director, and his/her team, is provide an exceptional and seamless event for all participants.

Finally, please do not hesitate to ask if you are not sure as we are all advocates for our wonderful swimmers.

SPORTS MAJOR RULES – TEN PIN BOWLING

Special Olympics New Zealand 2025 National Summer Games Event Rules

Detailed rules can be found on under the sports rules listed on the National Summer Games website.

1. Team Makeup

- Teams can comprise of any gender combination and number at NSG.

2. Equipment

- Bowling balls must be approved and identifiable as a ball listed in the “Approved Bowling Balls” list. FIQ (WB) chapter 11 page 65 advises to check list on the <http://www.bowl.com/>
- House balls may be used if on the approved bowling ball list.
- A player may use special equipment to aid in grasping and delivering the ball if it is in place of a hand, or major portion thereof, lost by amputation or otherwise.
- The aid cannot incorporate a mechanical device with moving parts that would impart force or impetus to the ball unless permission is granted by Special Olympics and tournament officials.
- Bowling shoes must be worn during bowling for the safety of the athletes. Bowling shoes provided by the bowling centre may also be worn.
- Bowling ball ramps are used when an athlete does not have the physical ability to roll a ball with their hand or hands. Ramps will be provided by the centre.

3. Tournament

- Scratch Tournament Rules - In a scratch tournament athletes are assigned to divisions based on their entered average and total pinfall is recorded to give score.

4. The Game

- A game of tenpin consists of ten frames. A player delivers two balls in each of the first nine frames unless a strike is scored. In the tenth frame, a player delivers three balls if a strike or a spare is scored. Every frame must be completed by each player bowling in regular order.

5. Fouls

- Rule 4.5.1, A foul occurs when a part of the player's person encroaches on or goes beyond the foul line and touches any part of the lane, equipment or building during or after delivery **will not** be enforced at National Summer Games 2025.

6. Coaching

- Coaching will be allowed as long as the coach remains in the designated coaches' area. Only one coach allowed per team. Athletes may go to their coach, but athletes cannot leave the bowlers' area during play unless deemed necessary. (food, water, toilet)

7. Protests

- Must be submitted to the competition manager and protest committee within 30 minutes of the posting of the provisional or final match result.
- There is a \$20.00+GST admin fee charged for all sports protests lodged. If your protest is successful, your \$20.00 will be refunded. Clubs will receive an invoice post event with the total amount owing.

SPORTS MAJOR RULES – ATHLETICS

Special Olympics New Zealand National Summer Games Event Rules

Detailed rules can be found on under the sports rules listed on the National Summer Games website.

1. Event Format

The event will be run under the Special Olympics 2022 Handbook with the following changes.

- Standing Long Jump takeoff line will be at the nearer edge to the pit. The take-off line will be marked by tape.
- The 50m race has been changed to 60m to align with the track markings.
- Athletes may touch the inside line on the bends once without being disqualified. If this is done in a heat of an event, then it goes through to the final of that event. A second touch on the inside lane means a Disqualification whether in the heat or final.

2. Track Timing

Electronic timing will be used for all races

3. Throws Measurements

Electronic Distance Measuring (EDM) will be used for all Long Throws.

4. Athletes with Hearing Impairment

Athletes with a hearing Impairment can request that a strobe light to be used from the start (at least 4 hours prior)

5. Spikes

Only cone spikes are allowed at Nga Puna Wai of 6mm in length

6. Long Jump

The take-off board will be a mat at 1m from the landing area.

7. Softball Throw

This will be taken from Javelin Runway.

8. Protests

Protest must be done verbally and using the SONZ protest form to the Referee within 30 minutes of the result being published. If the Referee can't be contacted, then a form can be filled out at TIC.

If you don't agree with the decision, you have 30 minutes from the time the decision is made to submit an Appeal.

9. Appeals

This must be in writing on the SONZ Appeal form. Unsuccessful protests/Appeals will incur a \$20.00 fee to be invoiced to the club following the event.

10. Equipment

Equipment will be provided by Athletics Canterbury and Special Olympics.

NATIONAL SUMMER GAMES SPORTS TIE PROCEDURE

Ties 12.2.1 Each sport will follow sport specific criteria related to ties. If this is not defined and athletes or teams tie for any place, they each receive the highest award for that place. As a result, a tie for one place will result in no award being given for the following place. (Sports Rules Article 1)

End of Match Ties at National Summer Games

Each sport at National Summer Games will have its own procedure for breaking end of match ties and for breaking end of pool/round robin points ties if they occur.

Teams and individuals will be awarded the following points for wins, draws, and losses as they progress through the competition.

Win: 3 Points

Draw: 2 Points

Loss: 1 Point

Listed below is the finals tie breaker process for each sport:

Golf

First-place ties shall be decided in the following manner: Of the teams tied for first place, the team with the fewest number of 10x scores shall be declared the winner.

If this number is equal, a countback to the lowest score from the last nine holes. If the score is the same for the last nine, countback occurs from the last six holes, and three holes if necessary.

Indoor Bowls (No round robin/pool tie breakers)

End of round robin ties are decided by player who won the most ends, and then by the points differential if ends are tied.

Football (No round robin/pool tie breakers)

For finals, a tie is broken by playing two five-minute overtime periods. If the game is still tied after the overtime periods, penalty kicks shall be used to decide the game using the SONZ penalty procedure.

Ten Pin Bowling

To break a tie two additional frames are played to decide the winner. The total pinfall of both frames is added.

Basketball (Tie breakers used during round robin/pool play and finals play)

To break a tie in 5x5, an additional overtime 2 minutes of overtime will be played with the stop clock. Additional overtimes can be used if needed. For 3x3, golden point will be played.

Bocce (Tie breaker used during round robin/pool play)

To decide the winner of a match a Tie breaker frame is played. Standard frame rules apply.

Equestrian

If two athletes have an equal number of total points, the athlete with the highest marks under the Collective Marks shall be declared the winner. When the scores in the Collective Marks also tie, the judge may be required to review the score sheets and either declare a winner or decide to maintain the tie.

Power Lifting

If athletes achieve the same total weight, the one who successfully completed more lifts in each of the three exercises (squat, bench, and deadlift) is declared the winner.

Athletics, Swimming, events are timed and distance events and so official judgement determines results.

Round Robin/Pool Play Score Ties

If team or individual tournament score is tied before finals seeding the following procedure process for deciding seeding will be implemented.

Please note that some sports have their own pool play tiebreaker process. Please see the rules outlined within the National Summer Games sports rules for your sport.

1. Head-to-head result
 - Which of the two tied teams or individuals won their pool/round robin match.
2. Points differential
 - Which team or individual has the highest points differential compared to those tied with (only the points differential between the tied teams if there is a three-way tie)
3. Coin Toss
 - 50/50 chance for each team or individual to progress through tied tournament score.

PROTEST PROCEDURE FOR NATIONAL SUMMER GAMES 2025

Protest Purpose

In Special Olympics, a protest is a formal method of challenging a decision made during a competition. The purpose is to ensure fair play and adherence to the rules, typically when there's a misinterpretation of rules or a failure of officials to apply them correctly. It's a process for correcting errors and maintaining the integrity of the competition.

Protest Guidelines

- The head coach's role is to ensure the sports rules are being followed and his/her athlete is not disadvantaged.
- A head coach or their designee can lodge a protest.
- The protest must be lodged within 30 minutes of the event in question **ending** and the after the posting of provisional results. This will be shared with coaches prior to competition-by-competition management.
- A \$20.00+GST admin fee charged for all sports protests lodged. If your protest is successful, your \$20.00 will be refunded. Clubs will receive an invoice post event with the total amount owing.

Protest Committee/Referee/Jury of Appeals

- The Protest Committee and Jury of Appeals is made of the following people.
- Technical Director/Delegate/Event Manager
- Special Olympics Club coach not associated with protest.
- Sports official/referee
- SONZ staff member if available for Jury of Appeals for National Summer Games or additional Event Management staff member.

NB – Swimming protests are handled by a designated swim official.

Valid and Invalid Protests

Valid:

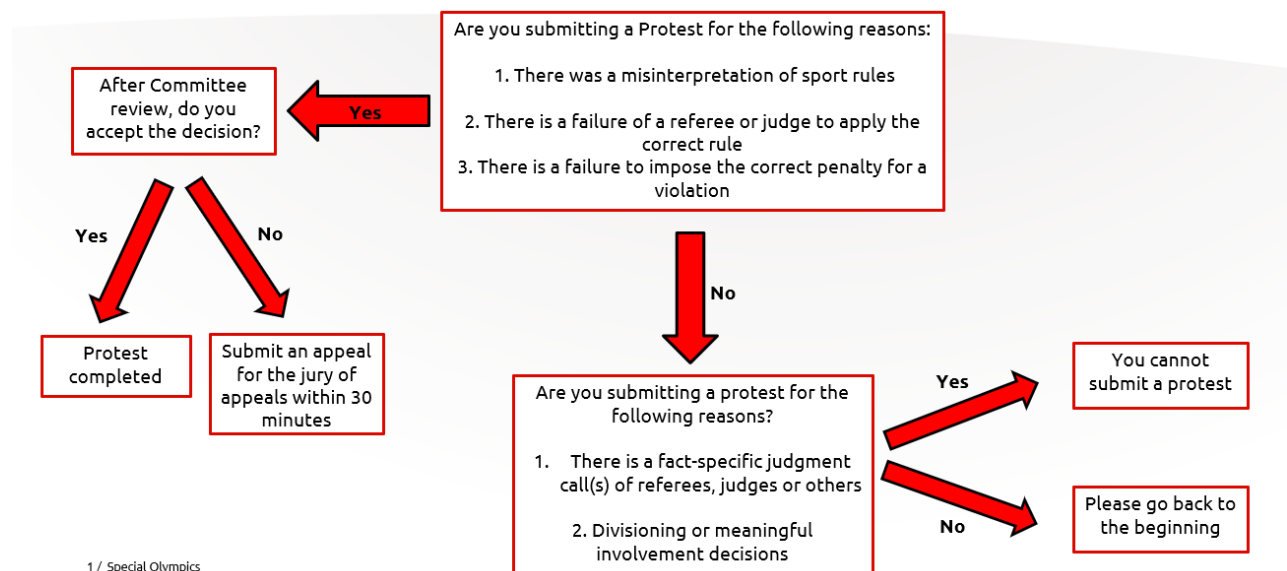
- Misinterpretation of the sports rules.
- Referee fails to apply the correct rule in a given situation.
- Referee failure to apply correct penalty for a given violation.

Invalid:

- Judgement calls made by the referee or sports officials shall not be given consideration.
- Divisioning and meaningful involvement decisions.

Process Outline

Should you file a protest?



1 / Special Olympics