BOCCE

Special Olympics Indiana

TRADITIONAL EVENTS
Traditional Doubles
Traditional 4-person Team

UNIFIED EVENTS
Unified Doubles
Unified 4-person Team

Athletes and Unified partners must be at least 30 years old to compete in Bocce.

The Official Special Olympics Sports Rules for Bocce shall govern all Special Olympics competitions. Special Olympics has created these rules based on International Federation for Bocce rules, which shall be employed except when they are in conflict with the Official Special Olympics Sports Rues for Bocce.

COMPETITION MANAGEMENT
1. Event Limits
    a. Athletes may compete on one (1) Doubles team only (Traditional or Unified), but not both.
    b. Athletes may compete on one (1) 4-person Team only (Traditional or Unified), but not both.
    c. Within an event, athletes and Unified partners may only compete on one (1) team.
2. Qualification Scores
    a. A qualification score is required for each individual on a bocce doubles and 4-person team entered. The individual scores of each participant will be added together to create the team qualifying score.
    b. The team qualification score shall be the basis for division placement in Summer Games.
    c. The team qualification score will be the total of all individual teammate qualification scores, which will be totaled together by our Games Management System (GMS).
    d. For entry purposes and deadlines, submit each individual's qualification score ONLY during the entry process.
    e. A pilot CHAMPS Bocce competition is being developed, more information will be available in the future.

DIVISIONING
1. Teams score will be complied of all individual's entry scores per team submitted during the entry process.
2. Counties will be divided into either a Session A or Session B based on county team numbers.
3. After being placed in to a session, teams will be placed into divisions by qualification scores of the team.
4. Teams from the same county may be placed into the same division.
5. Teams are not disqualified based on Maximum Effort for Bocce.

SPORT RULES
COURT AND EQUIPMENT
1. The court is an area of 12-feet by 60-feet.
2. Court surface may be composed of stone-dust, dirt, clay, grass or artificial surface.
3. Court walls are the side and end walls of the court and may be composed of any rigid material.
    a. The walls must be at least as high as the bocce balls.
4. Court markings
    a. Foul lines: 10-feet from both backboards behind which competitors may toss their bocce balls. The foul line opposite the players throwing is also known as the 50-foot marker.
    b. Half-court line: 30-feet from both backboards that marks the midway point, also known as the 30-foot marker.
5. Bocce balls may be composed of wood, metal or hard plastic of equal size.
    a. Sizes may be from 107mm to 110mm.
6. Bocce is played with eight (8) balls and one (10 smaller target or object ball called the pallina.
    a. There are four (4) balls to a side or team, and they are generally made in two (2) colors to distinguish the balls of one (1) team from those of the opposing team.
    b. The pallina may be from 48mm to 63mm in diameter and should be a color visibly distinct from both teams' bocce ball colors.
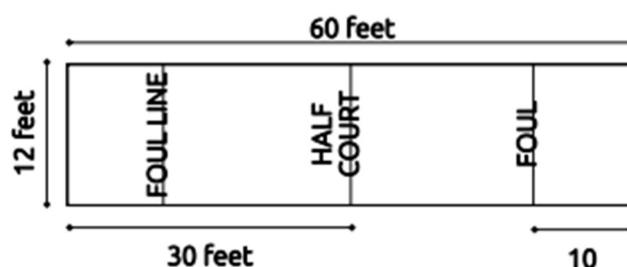
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UNIFORM SPECIFICATIONS
1. Players will dress in a manner which will bring credit to them and the sport of bocce.
2. Players must wear closed-toed shoes that will not damage or disrupt the court surface.
3. Shirts that identify the Special Olympics program are preferred.
4. Prohibited apparel
   a. Cutoffs, tank tops, sleeveless t-shirts or anything with advertisements or inappropriate subject matter.
5. The Bocce Sport Management Team or sport official shall have the authority to bar offenders from competition until they comply with the rule.

GENERAL RULES
1. Team Competition
   a. Traditional
      i. Traditional doubles teams shall consist of two (2) athletes per team.
      ii. Traditional 4-person teams shall consist of four (4) athletes per team.
   b. Unified Sports®
      i. Unified doubles teams shall consist of one (1) athlete and one (1) Unified partner.
      ii. Unified 4-person teams shall consist of two (2) athletes and two (2) Unified partners.
2. Pallina and Color
   a. A coin toss by the referee will determine which team has the pallina or choice of ball color.
3. Three Attempt Rule
   a. The team possessing the pallina will have three (3) attempts at placing the pallina past the half court line (30-foot marker) and before the opposite foul line (50-foot marker). See the Court and Equipment section for a visional aid.
   b. If these three (3) attempts are unsuccessful, the opposing team will have one (1) opportunity to place the pallina.
   c. If this attempt is unsuccessful, the referee will place the pallina in the center of the court width at the 40-foot mark.
   d. However, at no time does a team lose its earned pallina advantage to deliver the first ball.
4. Sequence of Play
   a. The pallina is rolled or tossed by a member of the team having won the coin toss to start the game.
   b. The player tossing the pallina must deliver the first ball.
   c. The opposing team will then deliver their bocce balls until the point is taken or they have exhausted their four (4) balls.
   d. This "nearest ball" rule governs the sequence of played balls.
   e. The side whose ball is closest to the pallina is called the "in" ball and the opposing side the "out" ball.
   f. Whenever a team gets "in," it steps aside and allows the "out" team to deliver.
5. Initial Point
   a. It is always incumbent upon the team with the pallina advantage to establish the initial point.
   b. Examples:
      i. Team A tosses the pallina and delivers the first ball.
      ii. Team B elects to hit Team A's ball out of position.
      iii. In doing so, both balls fly out of the court, leaving the pallina.
      iv. It is incumbent upon Team A to re-establish the initial point.
6. Ball Delivery
   a. A team has the option of rolling, tossing, banking, etc., its ball down the court, provided it does not go out-of-bounds or the player does not violate the foul markers.
   b. A player also has the option of "spocking" or hitting out any ball in play in trying to obtain a point, or decreasing the opposing team's points.
   c. If at any point the pallina is knocked outside the court, the pallina shall be placed at the point it exited the court, and the normal sequence of play continues.
   d. All ball delivery attempts must be of an underhand style.
7. Number of Balls Played by Each Player
   a. Doubles – each player is allowed to play two (2) balls.
   b. 4-person Team – each player is allowed to play one (1) ball.
8. Rotation of Players
   a. The players of any given team may elect to play their ball in any rotation provided the player who tosses the pallina delivers the first ball.

9. Scoring
    a. At the end of each frame (when both teams have exhausted all balls), points will be determined as follows:
        i. Scoring points are all those balls from one (1) team closer to the pallina than the closest ball of the opposing team, which can be determined by viewing or by mechanical measurements
        ii. The scoring team for each frame will also win the pallina advantage for the subsequent frame.
        iii. The referee will be responsible for validity of the scorecard at the end of each frame.
10. Ties During Frame
    a. In the event that two (2) opposing balls are equidistant from the pallina (tied), the team that rolled last will continue to roll until the tie is broken.
    b. Example:
        i. Team A rolls a ball for the pallina, and Team B rolls its ball for the pallina.
        ii. The referee determines that both balls are 13 inches away from the pallina.
        iii. Team B must roll until it has a point closer than 13 inches away from the pallina.
11. Ties at the End of a Frame
    a. In the event that the two (2) closest balls to the pallina belong to the opposing teams and are tied, no points will be awarded.
    b. In the next frame, the pallina returns to the team which delivered it in the previous frame.
12. Winning Score
    a. The first team to score 12 points or the leader when the time limit (30 minutes) is reached will be declared the winner.
13. Alternates & Substitutes
    a. Each delegation can place as many athletes as they want on their list of alternates. Identify the alternates list as "Bocce Alternates" on the Team & Relay Entry Form.
    b. Only one (1) substitution will be allowed per team for the tournament. Alternates may take the place of any player on the team. In Unified competition, only athletes may substitute for athletes, only Unified partners may substitute for Unified partners.
    c. Once a player has registered with the Officials to substitute, they may NOT substitute for any other team within the same event. Alternates are held to the same event limits as other players.
    d. Substitution procedure:
        i. Officials must be notified of any substitutions PRIOR to the start of any game, and all substitutions must take place between games ONLY.
        ii. Once a game has started, substitutions will only be allowed in the case of a medical emergency or another verifiable emergency.
        iii. Emergency substitutions will only be made at the end of a frame. If this is not possible, the frame will be considered dead.
        iv. Once an emergency substitution has been made, the alternate must complete the game and all consecutive games for the tournament.
14. Forfeits
    a. A team will forfeit a match if it cannot start and finish the match with the previously announced team members (original line up or line up after placing substitute).
15. Coaching
    a. Coaching is prohibited once the competitors step onto the field of play.
    b. Coaches and spectators are restricted from entering the field of play.
    c. If it is determined that a coach or spectator is violating the rules, the Bocce Sport Management Team may impose sanctions on the offending individual including, but not limited to, a verbal warning, citation for unsportsmanlike conduct, or expulsion from competition.

GENERAL RULES FOR DETERMINING INDIVIDUAL QUALIFICATION SCORE

1. Purpose
    a. To measure the participant's ability for placement in an appropriate division for competition.
2. Equipment
    a. A grass bocce court area 12-feet x 60-feet. Bocce balls, composed of resin, and one (1) smaller target or object ball called the pallina.
3. Description
    a. Each athlete should play three (3) modified games, called a set. The athlete should not surpass the foul line when the plays allotted balls.
    b. The referee should place the pallina at the 30-foot line, and the player should play four (4) balls. The referee will measure the four (4) balls and record their distance in inches.
    c. The referee will then place the pallina at the 40-foot line, and the player should play four (4) balls. The referee will measure the four (4) balls and record their distance in inches.

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d. The referee will then place the pallina at the 50-foot line, and the player should play four (4) balls. The referee will measure the four (4) balls and record their distance in inches.

e. At practice, the coach shall serve as the referee.

4. Scoring

a. Measurements will be taken from the center side (the side and center of the ball closest to the pallina) of the bocce ball to the center side (the side and center of the pallina closest to the bocce ball) of the pallina, for a total of twelve (12) measurements (4 measurements at the 3 distances), the sum of which becomes the athlete's divisioning score. Examples below.

b. For doubles and teams, the sum of the athletes and Unified partners divisioning scores shall be the doubles and team's divisioning score – 24 measurements for doubles and 48 measurements for teams.

c. See the Bocce Qualification Scorecard.

5. During the divisioning process, if the pallina is moved from its spot at 30-feet, 40-feet or 50-feet, it is to be replaced on the spot before the next ball is rolled and before any measurements are taken.

EXAMPLE: How to measure scores for Bocce Qualification Scorecard

Bocce Ball   Pallina

Center Side-------------------