



***Special
Olympics***
Kansas



**OFFICIAL SPECIAL OLYMPICS KANSAS
SPORTS RULES
FOR
UNIFIED BOCCE**





BOCCE

The Official Special Olympics Sports Rules for Bocce shall govern all Special Olympics Bocce competitions. Special Olympics Kansas (SOKS) has made minor and reasonable changes to these rules to enhance the overall experience for SOKS athletes and partners. Consult the official rules for information about national and international competitions at www.specialolympics.org.

SECTION A — OFFICIAL EVENTS

Currently, Special Olympics Kansas offers Unified Team Bocce (four-player). These Rules refers to Unified Team Bocce. SOKS may determine at any time to offer other events and may create different rules or guidelines for the management of those events. Coaches are then responsible for providing training and event selection appropriate to each participant's skill and interest.

SECTION B — THE COURT AND EQUIPMENT

1) Court

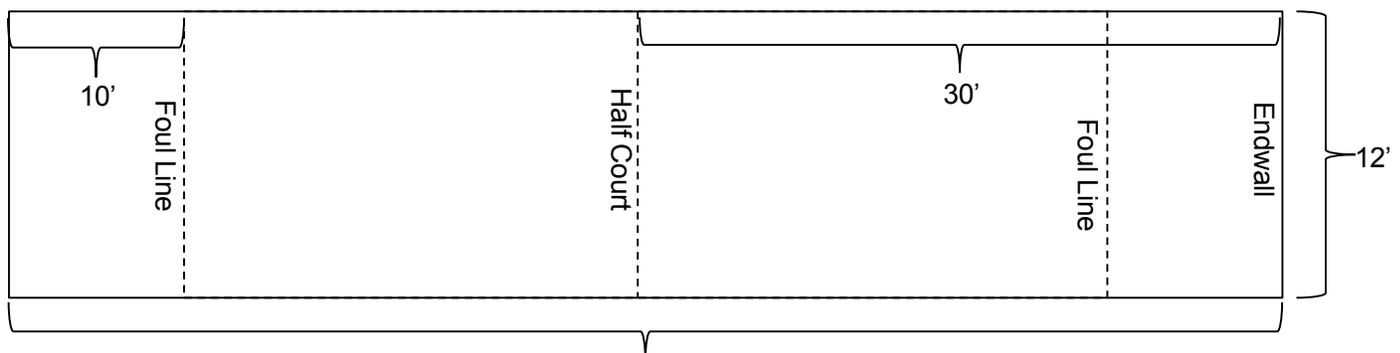
- a) The court is an area 12 feet wide by 60 feet long.
- b) The court may be composed of stone dust, dirt, clay, grass or artificial surface, provided it is smooth and flat.

2) The court walls are the sides and the endwalls of the court and may be composed of any rigid material. The sides or endwalls may be utilized during play for bank shots or rebound shots. Lines should be marked from sideboard to sideboard on all courts for the following:

- a) Foul line - 10 feet from the endwalls.
- b) Half-court marker - 30 feet from endwalls.
- c) Court sizes may vary slightly due to venue constraints.

3) Equipment

- a) Bocce balls may be manufactured of wood or a composition material and must be of equal size. Official tournament ball sizes may be from 107 millimeters to 110 millimeters in diameter. The color of the balls must be clearly and visibly distinct from the four balls of the opposing team.
- b) The pallina size may be from 48 millimeters to 63 millimeters in diameter and should be of a color visibly distinct from both teams' bocce ball colors.
- c) A measuring device may be any device that has the capacity to accurately measure the distance between two objects, and is acceptable to tournament officials.



SECTION C — RULES OF COMPETITION

- 1) Team composition
 - a) Each team must have at least two athletes and two partners.
 - b) Participants may only play on one team.
 - c) Rotation of players:
 - i) Players may roll in any order provided the one who tosses the pallina delivers the first bocce ball.
 - ii) Rotation may vary from frame to frame; however, no player may deliver more than one bocce ball per frame.
 - d) Substitution of players:
 - i) Unlimited substitutions are allowed during a game, but must take place between frames.
 - ii) Substitutes must have valid proper paperwork on file with SOKS.
 - iii) Games Management must be notified of substitutions prior to a scheduled game time or it will result in forfeiture of the match.
 - iv) During any given frame, two athletes and two partners must be competing.
 - e) Teams without the proper number and/or compositions of players will forfeit the match.
- 2) The Game
 - a) Equipment
 - i) Bocce is played with eight balls and one smaller target ball called the pallina.
 - ii) There are four balls to a team, and they are generally made in two colors to distinguish the balls of one team from those of the opposing team.
 - b) Coin toss
 - i) A coin toss will determine which team has the pallina and choice of ball color.
 - c) Three-attempt rule
 - i) The team possessing the pallina will have three attempts at placing the pallina beyond the half-court mark and before the foul line on the opposite end.
 - ii) If these three attempts are unsuccessful, the referee will place the pallina in the center of the court at the 50-foot mark (opposite end foul line).
 - d) Pallina position
 - i) During the course of play, the position of the pallina may change as a result of normal play.
 - ii) However, the pallina may never come to rest closer than the half-court mark, nor leave the court itself; otherwise the frame is considered dead.
 - e) Sequence of play
 - i) The pallina is delivered by a member of the team having won the pallina at the start of the game. The player who delivers the pallina must also deliver the first bocce ball.
 - ii) The opposing team will then deliver their bocce balls until one of their balls is “in” or they have exhausted their four balls.
 - iii) This “nearest ball” rule governs the order of play. The side whose ball is closest to the pallina is called “in” and the opposing side is “out”.
 - iv) When a team gets an “in” ball, it steps aside to allow the opponent to deliver, and continue to deliver, until it gets an “in” ball or runs out of balls.
 - v) If a team runs out of balls and does not have the “in” ball, the opponent may finish delivering any remaining balls.
 - vi) A frame ends when all eight balls have been delivered.
 - vii) At the end of each frame, teams retrieve their balls and deliver from the same end.

- f) Scoring
 - i) At the end of each frame, points are awarded to the team whose ball(s) are closer to the pallina than the closest ball of the opposing team. For example, Team A has the 1st and 2nd closest balls, while Team B has the 3rd closest. Team A earns two points for having two balls closer to the pallina than the closest ball of Team B.
 - ii) Measurement may be determined by viewing or by mechanical measurements.
 - (1) A player may request a mechanical measurement at any time.
 - (2) Measurements should be taken from the center side of the bocce ball to the center side of the pallina.
 - iii) The scoring team for each frame will also win the pallina advantage for the next frame.
 - iv) The referee will be responsible for validity of the scoreboard and scorecard, so it is incumbent upon the team captain to verify the accuracy of the posted score.
 - g) End of game
 - i) Games are played to 15 points or 30 minutes whichever comes first. When the time limit is reached, teams will finish rolling unplayed balls to finish the final frame.
 - ii) The team to score 15 points or have the most points at the end of the final frame wins.
 - h) Ties
 - i) During frame - if two opposing balls are equidistant from the pallina (tied), the team that rolled last will continue to roll until the tie is broken.
 - ii) End of a frame - if the two balls closest to the pallina belong to opposing teams and are tied, no points will be awarded and the frame is replayed. The pallina returns to the team which last delivered it from the end of the court from which the frame was last played.
 - iii) End of game - if the game is tied after the time limit a final "sudden death" frame is played. The team to win points is declared winner. If still tied, teams will throw a single ball each; the closest to the pallina wins.
 - i) Initial point
 - i) It is always incumbent upon the team with the pallina advantage to establish the initial point. In other words, if there is no "in" ball, the team with the pallina advantage will roll.
 - j) Ball delivery
 - i) A team has the option of rolling, tossing, bouncing, banking, etc., its ball down the court, provided it does not go out of bounds or the player does not violate the foul markers.
 - ii) A player also has the option of hitting out any ball in play while trying to obtain a point or decrease the opposing team's points.
 - iii) A player can grip the ball by placing his/her hand over or under the ball as long as the ball is released in an underhand delivery. An underhand delivery is defined as releasing the ball below the waist. Exception to this rule allowed due to physical disability.
 - iv) Ramps may be utilized for athletes with physical disabilities. No part of the ramp may extend past the foul line.
- 3) Timeouts/Delay of Game
- a) The official may grant a timeout whenever the circumstances appear to be valid.
 - b) One player from each team may proceed down the outside of the court to check the position of points, provided s/he remains outside the court.
 - c) Time for assessing position and delivering the ball should be reasonable.
 - d) Officials may give warning for intentional delays. Subsequent delays result in forfeiture.
- 4) Penalties
- a) If a player illegally moves a ball or interferes with an opponent's delivery the balls are replaced as close to original position and the opponent is awarded one point for each infraction.

- b) A ball is declared dead and removed from play if:
 - i) Any part of the player's foot, or any apparatus used, crosses the foul line.
 - ii) A player rolls more than one ball during a frame. (The remaining players who haven't played must decide who plays the remaining balls).
 - iii) A player rolls when it's not his/her team's turn.
 - c) If a dead ball hits any balls in play before the official can remove it, the official will replace the balls back as close to their original position.
 - d) If a player rolls a wrong color ball, the ball must be allowed to come to rest and be replaced with the proper colored ball by the official.
 - e) If during the course of a frame a ball or pallina should break, the frame will be considered dead, balls replaced and frame replayed.
 - f) For conditions not specifically covered in these rules the Games Management's ruling shall be decisive and final.
 - g) The team fouled against has the option to decline any penalty/forfeiture imposed by the official and accept the lie of the ball(s) and continue playing. For sake of enjoyment, teams may play out a forfeited game without consequence to the winner.
- 5) Mechanical aid
- a) If, due to a medical or physical condition, an athlete requires the use of a mechanical aid to spot the position of the pallina, then discretion can be given to Games Management. A bell or bright colored cone for a visually impaired athlete are examples of this type of aid.
 - b) Mechanical aids should not interfere with balls in play and should be removed immediately after the ball has been delivered.
- 6) Player behavior
- a) Whenever possible, a player should move off the court when an opponent is playing.
 - b) Players shall act in a sportsmanlike manner at all times. Any act which is deemed as poor sportsmanship may result in disqualification.
- 7) Attire
- a) Players will dress in a manner which will bring credit to them and the sport of bocce.
 - b) Players must wear close-toed shoes which will not damage nor disrupt the court surface.

SECTION C— DIVISIONING

- 1) Divisions are divided based upon age and gender:
 - a) If a player on a team is in an older age bracket, the entire team moves up to compete in that age bracket.
 - b) If any player on a team is male, the entire team will compete in the male division.
- 2) Skill Divisioning - each player should play a divisioning set and record scores as follows:
 - a) The pallina is placed in the center of the half-court line (30 ft.).
 - b) The player delivers all eight balls.
 - c) The distance of the closest three balls to the pallina are measured in centimeters and recorded.
 - i) Measurements are taken from center side of bocce ball to center of pallina.
 - d) The same procedure is repeated for pallinas placed at 40 ft. and 50 ft. (foul line).
 - i) If the pallina moves at any time, it should be moved back to its original position before the next roll or measuring.
 - e) All nine measurements are added together for the individual divisioning score.
 - f) Teams should be comprised of players with similar divisioning scores.
 - i) Team divisioning score is the sum of all players' individual divisioning scores.
 - ii) Team divisioning scores are required at time of registration for fair skill divisioning.