

***Special  
Olympics***  
*Ontario*



# **Bocce Host Package APPENDICES**



## Table of Contents

<b>Appendix K</b> Competition Committee.....	3
Competition Host.....	3
Volunteer Coordinator.....	4
Fundraiser.....	4
Registration Coordinator.....	5
Meals Coordinator.....	5
Awards and Ceremonies.....	5
Public Relations.....	6
<b>Appendix L</b> Competition Invitation.....	7
<b>Appendix M</b> Registration Package.....	8
Team Play Registration Form.....	9
<b>Appendix N</b> Booking Officials.....	12
<b>Appendix O</b> Competition Schedule & Event Flow.....	13
Event Flow.....	16
<b>Appendix P</b> Sample Day of Agenda.....	18
<b>Appendix Q</b> Score Sheets.....	19
<b>Appendix R</b> Frequently Asked Questions.....	20
<b>Appendix S</b> Supplies Checklist.....	22



## **Appendix K**

### Competition Committee

Running a competition can be a large undertaking and it helps to have a group of people helping to share the work. The following outlines the recommended division of labour.

#### Competition Host

**Format:** There are a couple of options when it comes to hosting a Bocce competition. Hosts will need to determine if the competition is going to be held indoors or outdoors and whether it will be a team or individual competition or both.

**Facility:** Considerations you should look into for your facility include: court capacity, spectator viewing options and whether you will be able to bring in outside food. You will need to have change rooms, and a place for athletes to eat and you should have a place to do the data input (small room with two outlets). If the competition is being held outdoors you can hold the event anywhere there is flat ground to accommodate several 120 foot courts. If the competition is going to be held indoors look into facilities that have bocce courts (Italian Clubs) or contact the Bocce Provincial Convenor to discuss other options.

**Officials:** Certification for bocce officials does not yet exist. However, Referees shall be qualified bocce experts and fully knowledgeable of the SOO bocce rules. If you have a generic club on board to help run the tournament, chances are members of that club would be able to act as your competition officials. If you need to secure officials yourself, please connect with your conference convenor and they can help you with this. Arrange for bocce experts to work as referees for the tournament. Knowledgeable volunteers can act as the scorekeepers. Ensure they are all made aware of SOO Bocce Rules. Further information on officials can be found in Appendix N.

**Coaches Meeting:** It is your responsibility to hold a coaches meeting prior to the start of the tournament. You will go over the rules of the competition and the schedule of events and answer any questions the coaches may have. For Provincial Qualifier tournaments, another coaches meeting should take place to announce the divisions and hand out tournament schedules following the divisioning matches.

**Competition Budget:** Work with the Fundraising and Meal committee members to determine the competition budget. As per Special Olympics Ontario policy the athlete registration fee is not to exceed \$25 per athlete. Communities can apply for an SOO competition grant to offset a projected deficit. Budgets should be submitted to SOO staff 4 weeks prior to a competition.



The day of the meet it is up to the Competition Host to ensure that everything is running smoothly.

*Note: often the competition host takes on one or more of the roles outlined below*

### Volunteer Coordinator

**Scorekeepers:** You will need 1 general volunteer per court. A scorekeeper /time keeper. It is also a good idea to have a couple of volunteers available to act as runners and to provide breaks to other volunteers.

**Results Volunteers:** They will be responsible for collecting score sheets and inputting the scores into the results documents, and posting the scores in the results area. (1-2)

**Meal Volunteers:** Check with the committee member in charge of the meals to find out how many helpers they would like to work with them to sort the meals into team boxes (normally 2-3 helpers would be good).

**Team Ambassadors:** If you have additional volunteers, they can be assigned to individual teams, to act as runners, cheerleaders and support.

*The day of the meet it is your responsibility to sign in all of your volunteers and provide orientation to what is expected of them for the day. You should provide your volunteers with t-shirts and have certificates or letters of thanks for all of your volunteers, but especially the ones that are helping for their volunteer hours.*

### Fundraiser

**Court sponsorships:** you can try to get court sponsors and you can use whatever you would like as your benchmark (\$100 for bronze, \$150 for silver and \$200 for gold as an example). Make sure that they send you a logo or sign that you can put up at their designated fields.

**Program Sales:** The program is another tool marketed towards the spectators. They can include schedules, participating team rosters, sponsor information, rules etc. Cost will vary depending on cost to produce.

Inform visiting teams ahead of time that programs are only provided free of charge to the teams.

**Food Donations:** It is always a good idea to try to get as much of the food donated as possible. So work with the meal coordinator to determine what food they are looking for and help that committee member draft and distribute a donation letter to local grocery stores (you can normally get your fruit and drinks for free).



**Bake Sale:** Many competitions run successful bake sales to help raise funds. Advertise the bake sell ahead of time to incoming teams to maximize the fundraiser. You can ask volunteers or parents to help bake.

*The day of the competition you need to make sure that your court sponsor's signs are displayed appropriately. After the event, send out a thank you card to all of your sponsors with a picture of athletes from the meet.*

### Registration Coordinator

**Registration Package:** It is your responsibility to work with the Competition Host to create the competition invitation/package and send out the competition information to the invited clubs. The competition information should be submitted to the SOO Events Calendar as well.

**Numbers:** Provide final numbers of athletes and teams to all other committee members when the registration packages have been returned.

**Registration Packages:** you will man the registration table the day of the event, collecting any outstanding entrance fees and giving teams their registration packages, which should consist of a schedule, SOC rules, list of key event volunteers and spectator code of conduct.

### Meals Coordinator

**Meals:** Decide what you would like to provide the athletes for their meal and work with the Fundraiser to get as much of the meal donated as possible. Ensure accurate numbers are given to the supplier of the food and either pick up the food or confirm delivery. Work with the registration coordinator to determine and provide for any food allergies. Please be mindful on choosing healthy meal options for our athletes, especially on competition days.

**Snacks:** Volunteers and Athletes should be encouraged to bring their own reusable water bottles. Ensure that there is a refill station that can be used by all participants. Some hosts also provide cut up fruit to the athletes halfway through the competition. Work with the Volunteer Coordinator to ensure there are volunteers available to run the snacks to the officials and participants throughout the meet.

*The day of the event it is your job to make sure all of the food has been delivered and to sort the food into team boxes (let the Volunteer Coordinator know how many helpers you would like for this task).*

### Awards and Ceremonies

**Opening Ceremonies:** Pick an athlete to recite the Athletes Oath, some events play the national anthem too, it's up to you. (You don't need a closing ceremonies).



**Awards:** work with the results volunteers to ensure that all of the ribbons\* are placed in the teams' envelopes to be distributed at the end of the tournament

\*To order ribbons please send an email to [supplies@specialolympicsontario.com](mailto:supplies@specialolympicsontario.com) outlining how many 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and participation ribbons you require, which sport it is for and the address the ribbons should be delivered to. Please ensure you email your ribbon order a month prior to your competition to ensure there is time to mail your request to you.

### Public Relations

It is your job to alert the local media that the meet is occurring and then be present the day of the meet to answer any questions for any media that do attend.



# Appendix L

## Competition Invitation



### Bocce Ball Invitational

- Date:** (Competition Date)
- Where:** (Location – with street address)
- Time:** Registration 8:15 a.m.  
Games begin at 9:00 a.m. (continuing through until approximately 5:00 p.m.)
- Cost:** \$25 per athlete
- Rosters:** *For Team Play:* Rosters may include a minimum of 4 players and a maximum of 5 players. All athletes whose names appear on the roster, must participate in each game. Only athletes and coaches registered with SOO are permitted to participate.  
*For Individual Play:* (Indicate any community maximum numbers etc)
- Lunch:** (Provide details- if lunch is being provided)
- Rules:** SOC Rules will apply. Forfeits result in a 16-0 score.

#### Registration Deadline: (DATE)

The following must be received on or before (deadline date).

1. Entry fee cheque (made payable to **Community Name**)
2. Team contact information (i.e. names, phone numbers (home & cell), e-mail addresses of coaches).

**Please forward registrations to:** SOO – **Community Name**  
**Address**  
**Address**  
**Postal Code**


**Inquiries: Organizers Name- Phone Number- e-mail**

**Space is limited so register early to ensure acceptance!**



## Appendix M Registration Package



Individual Play Registration Form

Bocce Registration Form											
Club Name:			SOO Club ID #:			Contact Person:			Contact Number:		
Mailing Address (For Results):			Postal Code:			Contact Email:					
Special Olympics Athlete Registration						Coach Self-Assessment: Check the level each athlete preforms at					
	First Name	Surname	Sex (Circle)	DOB (MM/DD/YYYY)	SOO ID #	Level 1	Level 2	Level 3	Level 4	Adapt	
1			M / F								
2			M / F								
3			M / F								
4			M / F								
5			M / F								
6			M / F								
7			M / F								
8			M / F								
9			M / F								
10			M / F								
Special Olympics Coaches Registration											
	First Name	Surname	Sex (Circle)	DOB (MM/DD/YYYY)	SOO ID #						
Head Coach			M / F								
Coach/Manager			M / F								
Coach/Manager			M / F								
Coach/Manager			M / F								
Coach/Manager			M / F								
Coach/Manager			M / F								





Team Play Registration Form

Bocce Registration Form											
Club Name:			SOO Club ID #:		Contact Person:			Contact Number:			
Mailing Address (For Results):			Postal Code:		Contact Email:						
Special Olympics Athlete Registration						Coach Self-Assessment					
	First Name	Surname	Sex (Circle)	DOB (MM/DD/YYYY)	SOO ID #	Levels					
1			M / F			The level that I believe my team performs at is... (Circle One)	1	2	3	4	Adapt
2			M / F								
3			M / F								
4			M / F								
5			M / F								
Minimum of 4 Athletes; Maximum of 5						Other teams with comparable skill that my team has played this year include...					
Special Olympics Coaches Registration											
	First Name	Surname	Sex (Circle)	DOB (MM/DD/YYYY)	SOO ID #						
Head Coach			M / F								
Coach/Manager			M / F								
Coach/Manager			M / F								
Coach/Manager			M / F								
Coach/Manager			M / F								
Coach/Manager			M / F								





**Special Olympics Ontario**  
**Bocce Ball Pre-Divisioning Questionnaire**

**Individual Skills Assessment**  
Bocce Ball

**Distance to the Pallina**

**Purpose:** To evaluate the athlete's throwing accuracy to the pallina from numerous distances.

**Equipment:** bocce balls, bocce court, pallina, measuring tape, measuring stick.

**Description:** The coach will have the player throw 8 balls to a pallina centred at each of the 3 distances. During the throws, if the pallina is moved from its spot on the 30, 40 or 50 ft. line, it is to be replaced on the spot before the next ball is rolled and before any measurements are taken.

**Scoring:** The coach will record the distances in inches of the ball thrown from the pallina.





**Individual Skills Assessment  
Bocce Ball**

Evaluation Page

Team Name: \_\_\_\_\_ Head Coach: \_\_\_\_\_

Athlete Name: \_\_\_\_\_ SOO #: \_\_\_\_\_ M/F: \_\_\_\_\_

Throw #	30 ft line		40 ft line		50 ft line	
	Distance (inches)	Closest 3 throws (inches)	Distance (inches)	Closest 3 throws (inches)	Distance (inches)	Closest 3 throws (inches)
1						
2						
3						
4						
5						
6						
7						
8						
Totals						



## **Appendix N**

### **Booking Officials**

It is recommended that there is always at least one bocce referee per court. If you do not know of knowledgeable volunteers to act as officials in your area, connect with your local generic club to try to recruit any official(s) for your meet or your Conference Convenor can help you with this process.

At Provincial Qualifiers and Provincial Games, a full complement of officials will be present.

#### **Referee in Chief (1)**

The Referee in Chief has final authority over all matters pertaining to the competition. Approves and assigns duties to various officials, ensures the rules are enforced, helps with decisions on divisioning, protests, etc., ensures that the competition remains on schedule. They will offer a written report on the tournament after the event, including any disciplinary actions or concerns about the event.

#### **Score Keeper (1 per court)**

The scorekeeper will track the score, substitutions, ball delivery etc. during games. They will ensure that all players enter each game during the Divisioning rounds (for team play competitions).

#### **Referee (1 per court)**

Ensure that the SOC Bocce Rules are being enforced on the court.



## Appendix O

### Competition Schedules & Event Flow

(Bracketing excel file can be found in the sport specific section of the Resource Library)

### Two Team Division Schedule

\*For PQ's all teams must play 3 games

**Team 1:** One

**Team 2:** Two

Location	Start Time	Home	Away
Game 1	12:00:00 AM	One	Two
Game 2	12:00:00 AM	Two	One
Game 3	12:00:00 AM	One	Two

For two team divisions the teams will play head to head 3 times. For PQ's all three games must be played even if one team has won the first two games.

### Three Team Division Schedule

\*For PQ's: winners of each division must play 3 games

**Team 1:** One

**Team 2:** Two

**Team 3:** Three

Location	Start Time	Home	Away
Game 1	12:00:00 AM	One	Two
Game 2	12:00:00 AM	Three	One
Game 3	12:00:00 AM	Two	Three
Game 4	12:00:00 AM	1st	2nd



Three team divisions will play a round robin, at the end of the round robin the first and second place teams will play in the final game.

## Four Team Division Schedule

\*For PQ's: winners of each division must play 3 games

**Team 1:** One  
**Team 3:** Three

**Team 2:** Two  
**Team 4:** Four

Location	Start Time	Home	Away
Game 1	12:00:00 AM	One	Two
Game 2	12:00:00 AM	Three	Four
Game 3	12:00:00 AM	Two	Three
Game 4	12:00:00 AM	Four	One
Game 5	12:00:00 AM	One	Three
Game 6	12:00:00 AM	Four	Two

Four team divisions will play a round robin. Two games can be held at the same time (white and grey) as long as sufficient rest is given between the games.

## Five Team Division Schedule

\*For PQ's: winners of each division must play 3 games

**Team 1:** One  
**Team 3:** Three  
**Team 5:** Five

**Team 2:** Two  
**Team 4:** Four

Location	Start Time	Home	Away
Game 1	12:00:00 AM	One	Four
Game 2	12:00:00 AM	Two	Three
Game 3	12:00:00 AM	Three	One
Game 4	12:00:00 AM	Four	Five
Game 5	12:00:00 AM	Five	Three
Game 6	12:00:00 AM	One	Two
Game 7	12:00:00 AM	Two	Five



<b>Game 8</b>	12:00:00 AM	Three	Four
<b>Game 9</b>	12:00:00 AM	Four	Two
<b>Game 10</b>	12:00:00 AM	Five	One

Five team divisions will play a round robin (four games each). Two games can be held at the same time (white and grey) as long as sufficient rest is given between the games.

## Six Team Division Schedule

\*For PQ's: winners of each division must play 3 games

**Team 1:** One  
**Team 3:** Three  
**Team 5:** Five

**Team 2:** Two  
**Team 4:** Four  
**Team 6:** Six

Location	Start Time	Home	Away
<b>Game 1</b>	12:00:00 AM	One	Four
<b>Game 2</b>	12:00:00 AM	Two	Five
<b>Game 3</b>	12:00:00 AM	Three	Six
<b>Game 4</b>	12:00:00 AM	Five	One
<b>Game 5</b>	12:00:00 AM	Six	Two
<b>Game 6</b>	12:00:00 AM	Four	Three
<b>Game 7</b>	12:00:00 AM	One	Six
<b>Game 8</b>	12:00:00 AM	Two	Four
<b>Game 9</b>	12:00:00 AM	Three	Five

Six team divisions are split into two groups of 3, the teams will then play all 3 teams in the opposite group. Three games can be held at the same time (white, grey and light grey) as long as sufficient rest is given between the games.



## Seven Team Division Schedule

\*For PQ's: winners of each division must play 3 games

**Team 1:** One  
**Team 3:** Three  
**Team 5:** Five  
**Team 7:** Seven

**Team 2:** Two  
**Team 4:** Four  
**Team 6:** Six

Location	Start Time	Home	Away
<b>Game 1</b>	12:00:00 AM	One	Two
<b>Game 2</b>	12:00:00 AM	Three	Four
<b>Game 3</b>	12:00:00 AM	Five	Six
<b>Game 4</b>	12:00:00 AM	Seven	One
<b>Game 5</b>	12:00:00 AM	Two	Six
<b>Game 6</b>	12:00:00 AM	Three	Five
<b>Game 7</b>	12:00:00 AM	Four	Seven
<b>Game 8</b>	12:00:00 AM	1st	2nd
<b>Game 9</b>	12:00:00 AM	3rd	4th
<b>Game 10</b>	12:00:00 AM	5th	6th

When there are 7 teams in the division each team plays 2 games, then for the 3rd game teams play based on their standings. Three games can be held at the same time (white, grey and light grey), game 7 is held by itself, as long as sufficient rest is given between the games.

### Event Flow

Bocce is a game of skill and finesse and usually ends when a certain amount of points are attained. However, when it comes to actual competitions, it is important to insert a curfew to ensure that games are played on time and that one team is not waiting on another player in another court. Failure to keep tournaments on time can cause unnecessary anxiety on players, coaches and spectators

Here is a sample format to insure speedy play for most competitions:

1. Courts are generally 120 ft long by 12 feet wide.
2. Games start every 40 minutes.





3. A bell starts all games at the same time. At the 22-minute mark, the bell rings signifying that the end currently being played will be the last.
4. Singles or pairs – first team to reach 12 points wins. For team play, first teams to score 16 points wins.
5. Once the athlete steps into the court, there is no coaching. However, sometimes it is prudent for the coach to remind the athlete to deliver the ball.
6. An optional rule may be used when you want to hurry up play (cannot be done for qualifiers).
  - “Pallina one toss rule” – the throwing team has one toss to get a ball in play. If the athlete is not successful, the referee will place the pallina in the middle between the 10’ and 50’ markers
7. Overtime – none, except in playoff and medal games. The winner is decided by one player (as selected by his/her teammates) throwing one ball. The ball ending up closest to the pallina wins (first tossed ball remains in play)



# Appendix P



## Sample Day of Agenda



1. **Pre Competition Preparation**
  - a. final draft of tournament (or divisioning) schedule created
  
2. **Committee arrival for Set Up** **7:30 a.m.**
  - a. 3 to set up volunteer room/statistics room
  - b. 3 to set up volunteer check in/registration: t-shirts, volunteer forms and name tags
  - c. 3 to set up gym area: arrange benches for each team, scoring table and spectator seating for each court.
  
3. **Competition Volunteers Arrival** **8:00 a.m.**
  - a. Directed to volunteer room to drop of stuff, pick up t-shirts, name tags and fill out volunteer forms
  - b. Volunteer Orientation to be held immediately following arrival
  
4. **Team Arrival & Registration** **8:15 a.m.**
  - a. Teams are directed to the change rooms, coaches to sign in at the reg table and pick up packages
  - b. As spectators arrive they are to be informed about the spectator seating
  
5. **Team Warm Ups Begin** **8:30 a.m.**
  - a. teams can utilize their assigned courts to stretch and warm-up.
  
6. **Registration Table Closes** **8:45 a.m.**
  - a. Volunteer to bring signed rosters and money box to statistics room
  
7. **Coaches Meeting & Officials/Scorekeepers Meeting** **8:45 a.m.**
  
8. **Warm Up Complete** **9:00 a.m.**
  
9. **Opening Ceremonies** **9:02 a.m.**
  - a. Athletes to parade in by teams and lead onto court by volunteer
  - b. Choose a athletes to perform Athletes Oath
  
10. **First Competition to Begin** **9:15 a.m.**
  
11. **Pick up Lunch (If applicable)** **11:00 a.m.**
  - a. Lunch picked up and organized into team boxes
  
12. **Serve Lunch** **11:30 a.m.**
  
13. **End of Competition** **3:00 p.m.**
  - a. Ribbons handed out
  
14. **TEAR DOWN** **3:05 p.m.**



# Appendix Q

## Score Sheets

<b>Bocce Score Sheet</b>																	<b>Special Olympics Ontario</b>		
Date:					<b>Athlete A</b>					<b>Athlete B</b>									
Location:					Name:					Name:									
Start Time:					SOO ID #:					SOO ID #:									
End Time:					Community:					Community:									
Coach/Athlete's Signature:					Coach/Athlete's Signature:					Coach/Athlete's Signature:									
<b>Game 1</b>																	<b>Score</b>		
Athlete A	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
Athlete B	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
<b>Game 2</b>																			
Athlete A	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
Athlete B	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
<b>Game 3</b>																			
Athlete A	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
Athlete B	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
<b>Total Games Won</b>																			
Athlete A																			
Athlete B																			

<b>Bocce Score Sheet</b>																	<b>Special Olympics Ontario</b>		
Date:					<b>Team A Roster</b>					<b>Team B Roster</b>									
Location:					Team A:					Team B:									
					SOO Club ID #:					SOO Club ID #:									
Start Time:					<i>First Name</i>		<i>Surname</i>			<i>First Name</i>		<i>Surname</i>							
End Time:																			
Competition:					Coach/Captain's Signature:					Coach/Captain's Signature:									
<b>Game 1</b>																	<b>Score</b>		
Team A	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
Team B	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
<b>Game 2</b>																			
Team A	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
Team B	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
<b>Game 3</b>																			
Team A	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
Team B	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
<b>Total Games Won</b>																			
Team A																			
Team B																			



## Appendix R

### Frequently Asked Questions

- Q1 Coaching — when can an athlete be coached?  
A1 No coaching once the athlete steps onto the court. The coach can determine order. This may be relaxed as some coaches may be asked to step in as officials to help keep the game move along.
- Q2 What happens if any part of the ball or pallina is touching the border?  
A2 The ball or pallina is in play.
- Q3 What if the pallina is knocked out of the court?  
A3 If the referee can move the pallina to its last known position, then the referee should do so. If the referee cannot make this determination, the frame is dead, and a new frame started
- Q4 Foul line - where is the foul line?  
A4 The courts themselves are not marked but the border tape is. The thrower's foot cannot step on the line but not cross the line
- Q5 How many balls can an athlete throw for teams of less than 4 players?  
A5 One player can throw a second ball. The extra ball will be thrown by a different player before another can repeat the throw
- Q6 A player throws a wrong colour ball? What do I do?  
Wait until the thrown ball comes to a complete stop and then switch the balls for the proper colour.
- Q7 What happens when the wrong team throws a ball? i.e. improper rotation. What do I do?  
A7 If a team wrongly throws the pallina and the first ball, the referee will return the ball and ask the proper team to throw the pallina and first ball
- If a team throws out of sequence during the frame, the referee should try and stop the ball. If the referee cannot stop the ball, the referee should replace the pallina and "balls in contention" to where they were before the out of rotation delivery took place.
- Q8 Timeouts — when can they be called?  
A8 Due to time limitations, only 1 timeout can be called by a team. If the referee suspects that the timeout is being intentionally used to delay the game before curfew, the referee may deny the time out.
- Q9 Intentional Delay of Game — Measurements or otherwise  
A9 If the referee is of the opinion that a call for a measurement is unreasonable and is being used to intentionally delay the game, the referee MUST give warning to the offending team. If there is a repeated infraction for intentional delay, the delaying team will forfeit the match.
- Q10 Can the referee call a timeout at their own discretion?  
A10 Yes. The referee has discretion to call a time out i.e. medical, equipment or behavioural issue



Q11 What happens if the game is tied at curfew? Is there overtime?

A11 The game remains tied. There is no overtime in regular play. However, in those matches where there are “medal rounds”, the match will go to an overtime where a single ball toss to the pallina (placed in the centre between the 30ft and 50ft. lines. The ball which ends up closest to the pallina will decide the game.

Any person from the teams can be designated to toss the ball. The order of play will be the last team that scored will be the first team to throw the ball. That first ball remains in play and can be hit by the opposition ball.

Q12 Are any mechanical aids allowed?

A12 Some players have visual impairments. Referees have discretion to allow for reasonable accommodation. i.e. colourful sticks, cones, bells, etc.

Q13 Where do the players stand?

A13 During play, only one player should be in the court. At the end of the frame, the other players may come to the end of the court to prepare for the next frame.

Q14 Scoring - what is involved?

A14 There are two parts to official scoring:

- There is an official scorer on the side of the court. He/she will keep score AND
- The team captains will be in charge of posting the score on the scoreboard. The referee should confirm that the scoreboard tally is correct



## **Appendix S**

### Supplies Check List

#### **Things you will need:**

- Computer and printer (For PQ's to print post-divisioning schedules)
- Printer paper
- Ribbons
- Markers, pens, pencils, clipboards for the scorekeepers
- Chairs/Benches for teams and officials (if not provided by facility)
- Tables for scorekeepers, registration desk etc. (if not provided by facility)
- Scoresheets
- Boxes to put the team meals into (if applicable)
- Posters to let people know what is going on (Marking entrances, change rooms etc.)
- Money Boxes
- Bocce balls and pallinas- should be standardized (if not provided by facility)
- Scoreboards (if not provided by the facility)
- Bristol board or other material to post results and divisions
- Copies of rules for scorekeepers and referees
- Arrange for first aiders to be in attendance
- First aid supplies (if applicable)
- Walkie Talkies to communicate between first aid station and courts, courts and tournament organizers etc.)
- Bocce Courts – should be 120 ft long by 12 ft wide
- Court markings (or flags) to show the 10 ft and 60 ft marks
- Coloured ping pong rackets to show which colour of balls to shoot
- Clipboards and marking pens for scoring- 1 per court
- Tape measures, marking sticks, string or some sort of measuring device

