

Unified Sports: School Championships

Bocce Introduction

What are Unified Sports?

Unified Sports is meant to join people with and without intellectual disabilities on the same team to train and compete. This program is dedicated to promoting social inclusion through shared sports training and competition experiences. Unified Sport looks to develop Meaningful Competition, where coaches work together to create a balanced competitive environment. Coaches are responsible for ensuring meaningful involvement of all players in the game.

Additional Unified Sport Components

- Unified Sport Consists of two kinds of Athletes:
 - Special Olympics Athlete an athlete with an intellectual disability/challenge.
 - Unified Sports Partner an athlete without an intellectual disability.
- Forced line changes (substitutions are required to ensure equal play time for all).
- Unified Partners are intended to score points, impact the game in a meaningful way
- and compete in this category. This includes passing, rebounding, shooting/scoring and defence. Unified partners should be tasked with defending the opposing unified partner.
- **Note: Unified athletes are not permitted to dominate** and take over games but are expected to contribute.

Unified Bocce

- 1. Each Unified team will enter a roster with a mix of athletes with and without intellectual disabilities
- 2. Divisioning, games, competition, scoring, and tournament format are all unchanged for Unified Bocce.
- 3. School Bocce is a game of 4-on-4. Each team must start the game with four players with at least two SO athletes or forfeit the game.
- 4. Unified partners are expected to contribute meaningfully to the game along with SO athletes

Team and Players

- Minimum: must start the game with at least two Special Olympics Athletes and one Unified Partner or forfeit the game.
- Maximum: roster of up to six athletes: four Special Olympics Athletes and two Unified Partners



Divisioning

- All teams are divisioned to play teams of similar ability.
- Coaches can fill out a team ranking assessment at registration and can use our <u>Skill</u>
 Assessments as a guide.
- Team rankings and selected classifications are used to establish divisions.

The Game

- Games are 20 minutes long (running time)
- Rotation of players The players of any given team may elect to play their balls in any rotation, provided the player who tosses the pallina delivers the first colour ball.
- To start a frame, the thrown pallina must come to rest between the 30 foot line (half court) and the opposite end's 10-foot line, and within the court boundaries.
- Definition A Frame is the time taken for both teams to throw all four of their balls.
- Any coloured ball thrown or knocked out of bounds will be considered a "dead ball" and will be removed from play. Balls that are out of the field of play should be excluded from point calculations.
- To start a game, the pallina is rolled or tossed by a member of the team having won the coin toss to start the game.
- The player who threw the pallina must throw the first coloured ball of the game.
- Each player will throw one ball.
- The team whose ball is the closest to the pallina is called the "in" ball and the opposing team is the "out" ball. Whenever a team gets "in" it steps aside and allows the "out" team to deliver

KEY RESOURCES TO REVIEW:

- SOO Guiding Unified Sport Principles
- SO Unified Sports Principle of Meaningful Involvement
- Unified Sports Coach Guidelines
- <u>Unified Coaching Course</u>

Please Note: All other rules of the game will abide by those of traditional Special Olympics School Basketball. This includes out-of-bounds, fouls and penalties, free throws, timeouts, jump balls, etc.

Note: To qualify for the Provincial School Champions, teams compete within their conference, which may include schools beyond those faced at their qualifier. For details on the qualification process, visit the School Hub resources page