

School Championships Qualifiers

Bocce



***Special
Olympics***
Ontario

 **School** Championships
Qualifiers

Game Day Technical Package

Competition Rules

Game Day format

2017/2018 Season

***Special
Olympics***
Ontario



Youth Bocce Competition 4-on-4 Rules

Divisioning

1. The Head Coach must include a team ranking during online registration for each team
2. Teams are grouped in divisions according to their team ranking.
3. Each team will be required to play all team members in all games.

Team and Players

1. A team may have up to five players, which includes four starters and one substitute.
2. School Championships Bocce is a game of 4-on-4. Each team must start the game with four players or forfeit the game. If a team falls below four players once the game has started due to injury, the team will be permitted to continue with three players on the court. If a team falls below three players due to player ejection, the team will forfeit that game.
3. All teams must supply their own uniforms. T-shirts or sport uniforms are permitted as long as all uniforms are identical for all players. Numbers on uniforms are not required.

The Game

1. Playing court – each bocce court will be 60 feet in length and 12 feet wide. The court surface will be composed of grass, artificial turf, or on a gymnasium floor.
2. Equipment—Bocce is played with eight balls and one smaller target or object ball called the pallina (jack, cue, beebie etc.). There are four balls to a side or team, and are made in two colours to distinguish the balls of one team from those of the opposing team.
3. Pallina and colour — A coin toss by the referee will determine which team has the pallina and choice of ball colour.
4. Rotation of players—The players of any given team may elect to play their balls in any rotation, provided the one who tosses the pallina delivers the first bocce ball. The rotation may vary from frame to frame; however, no player may deliver more than his/her allotted number of balls per frame.

Competition

1. Three-attempt rule — The team possessing the pallina will have three attempts at throwing the pallina to the opposite end. If these three attempts are unsuccessful, the referee will place the pallina in the center of the court.
2. Sequence of play — The pallina is rolled or tossed by a member of the team having won the coin toss to start the game. The player tossing the pallina must deliver the first ball. The opposing team will then deliver their bocce balls until they have a ball closer to the pallina than the opposing team or they have exhausted their four balls. This “nearest ball” rule governs the sequence of played balls. The side whose ball is the closest to the pallina is called the “in” ball and the opposing side the “out” ball. Whenever a team gets “in,” it steps aside and allows the “out” team to deliver.
 - a. le: Team A wins the coin toss and therefore gets to throw the pallina and one large ball. Team B throws their first ball too far and their second ball makes it closer to the pallina than Team A’s ball. It is now Team A’s turn to throw until they have a ball closer than Team B or until they are out of balls. The frame is over when each team is out of balls
3. Initial point—It is always incumbent upon the team with the pallina advantage to establish the initial point. Example: Team A tosses the pallina and delivers the first ball. Team B elects to hit Team A’s ball out of position. In doing so, both balls, Team A’s and Team B’s, fly out of the court, leaving only the pallina in the court. It is incumbent upon Team A to re-establish the initial point.
4. Ball delivery—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. A player also has the option of “spocking” or hitting out any ball in play in trying to obtain a point or decrease the opposing team’s points. 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.
5. Each player will throw one ball

Scoring

1. Scoring—At the end of each frame (when both teams have exhausted all balls), scoring will be determined as follows: points are awarded to the team whose balls are closer to the pallina than the closest ball of the opposing team, which can be determined by viewing or by mechanical measurements. A player may request a mechanical measurement. (Measurements will be taken from the centre side of the bocce ball to the centre side of the pallina). At the end of a frame, when the referee announces the winning points and colour to the players outside the court at the pallina end and before the balls are removed, the referee should look to the players for agreement. The players have a right to request a measurement if the players disagree with the referee. When the players or team agrees with the number of points awarded the court officials then proceeds to remove the balls to start the next frame. The scoring team for each frame will

also win the pallina advantage for the subsequent frame. 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 at all times.

2. Ties during frame—In the event that two opposing balls are equidistant from the pallina (tied), the team that rolled last will continue to roll until the tie is broken. Example: Team A rolls a ball toward the pallina and establishes the point. Then Team B rolls its ball toward the pallina, and the referee determines that they are both exactly the same distance from the pallina. Team B must continue to roll until it has a point closer than Team A's ball. If Team B does roll up to the point, and Team A hits that ball out re-establishing a tie, Team A must continue to roll until the tie is broken.
3. Ties at the end of a frame—In the event that the two balls closest to the pallina belong to opposing teams and are tied, no points will be awarded. The pallina returns to the team which last delivered it. Play resumes from the end of the court from which the frame was last played.
4. Winning score – first team to 16 points

Tournament Format

- Round Robin Format with 3 points for a win, 2 points for a tie and 1 point for a loss. No playoffs
- NO overtime in round robin (ties will stand).
- *One 60 second time out will be permitted per team*
- Substitutions must wait at scorekeeper table before being called onto the court
- Tie breakers to be determined in succession:
 - Highest game points
 - Lowest points against average
 - Highest points for average