

# School Championships Qualifiers

## Bocce Technical Package

Unified & Traditional



***Special  
Olympics***  
*Ontario*

 **School Championships**  
**Qualifiers**

2018/2019 Season

***Special  
Olympics***  
*Ontario*



# SOO School Qualifiers Bocce 4-on-4 Rules

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## 1. Competition Format

### 1a. Game Points and Team Ranking

Round Robin Format within your division

- Game Points Scoring System:
  - 3 points for a win
  - 2 points for a tie
  - 1 point for a loss
- NO overtime at qualifiers (ties will stand)
- Tie breakers at qualifiers to be determined in succession:
  - Highest game points (based on scoring system outlined above)
  - Lowest points against average
  - Highest points for average
  - Draw from a hat

\*In the event of a three-way tie, once a team has been eliminated from the tie, the tie breaking process for the remaining two teams will start at the beginning.

### 1b. Uniforms

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.

### 1d. Equipment

All equipment will be provided. Teams are not permitted to use their own equipment. Flaghouse beanbag balls will be used

(<http://www.flaghouse.com/Recreation/Outdoor-Games/Bocce/FlagHouse-Soft-Boccia-Set.axd>).

Teams are not permitted to use throwing assistive devices such as ramps.

### 1e. Game Forfeit

Should a team forfeit a game, the following point allocation will be used:

- Game not started: a score of 12-0 will be recorded
- Game started: opponent's score will be recorded as 12, forfeit team score will be current score when forfeit occurred.

## 2. Rules of Play

### 2a. 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.

### 2b. Team and Players

1. Traditional teams: minimum 4 and maximum 5 athletes with an ID (4 players and 1 substitute)
2. Unified teams: minimum 4 and maximum 5 athletes (maximum AND minimum of 2 mainstream Unified partners plus 2-3 athletes with an ID). During competition, the 4-person team on the court must be made up of 2 athletes with an ID, 2 Unified Partners, and potentially 1 substitute.
3. 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.

### 2c. 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. Game time – 20 minutes in length. Should 20 minutes finish in the middle of a frame, teams will be allowed to finish the frame. Officials will run the (i.e. the clock is not stopped in between frames or for measurements).
3. Equipment—Bocce is played with eight balls and one smaller/different colour 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.
4. Pallina and colour — A coin toss by the referee will determine which team has the pallina and choice of ball colour. The colour choices are Blue or Red. The pallina ball is White.
5. 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.

6. One 60 second time out is allotted per team, per game.

## 2d. 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 (i.e. the pallina does not stay in bounds), 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 bocce ball. The opposing team will then deliver their bocce balls until they have a ball closer to the pallina than the team who threw the first bocce ball or they have exhausted their four balls. This “nearest ball” rule governs the sequence of played balls. The team whose ball is the closest to the pallina is called the “in” ball and the opposing team 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.

## 2e. 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 – the first team to 16 points or the team with highest score after 20 minutes of play.