

Qualifiers

1. Tie Breakers

- Tie breakers at qualifiers to be determined in succession:
- Highest game points (based on the scoring system outlined)
 - 3 points for a win.
 - 2 points for a tie.
- Lowest points against average.
- Random Computerized Draw.

2. Qualifying

- For qualification for Provincial School Championships, all teams are placed in a **conference** with schools from the surrounding regions, **meaning that schools are competing against all other schools within their conference, not only teams at their local qualifier.** All tie-breaking processes remain the same. This model allows for equitable chances of qualification despite the size of the local qualifier. To learn more about the qualifying process, our quotas for the year and our conference model, please visit our resources page on our website: [School Programs Resources](#).

3. Officials

- **Officials** (Note: Officials will be volunteers provided by the host school).
- Each court should have two officials: a main official and a line official. Their supplies include a coin and measuring tape. During play, the line official remains outside the court; their role is to look for foot faults and illegal rolls. The main official's role is to measure who has the closest distance to the Ballina.
- **How to Officiate Bocce Video:** [Bocce Officials Training Video](#)
 - Note: Discrepancies between the video and our rules
 - Our Games are 20 minutes, not 30 minutes.
 - Uniform Requirements in this video are not relevant.
 - No signatures are required at the end of the game.
 - There is no difference in Unified vs. traditional rules/gameplay.
 - Our Bocce Balls will be Red and Blue..
 - We have the 3-attempt rule; however, the head official will place the ball at the center line after 3 attempts.
- Learn more about how to officiate by visiting our website [Resources Page](#)

4. Divisioning

- The Head Coach must include a team ranking during online registration for each team.
- A skills assessment form may also be filled out for reference to help with a more accurate divisioning process. Please find bocce skill assessments here. [Skill Assessments](#)
- Traditional
 - Recreational: Teams in the recreational category have athletes who are relatively new to the sport or are just there for fun and do not want to compete/advance to the 2024 School Championships.
 - Competitive: Competitive Traditional athletes intend to compete at the School Championships if selected or have a mid-high skill level.
- Unified
 - Unified Partners are there to compete alongside higher-level SO Athletes. 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 Partners are not permitted to take over games but are expected to contribute to winning.**
- Teams are grouped in divisions according to their team ranking and selected classification. On the registration forms schools will be asked to select **what level** their team would like to compete in. Teams can select more competitive play where athletes have a moderate-high skill-

set and understanding of the rules, or select less competitive play where athletes are new/learning the sport and Unified partners take on a more facilitatory role

- Each team will be required to ensure **all their players barring injury play during each game.**

* Note: Competition streams are intended to provide better competition experiences for all. However, in smaller communities where there are fewer teams, competition streams may need to be combined. This will only be done if absolutely necessary.*

5. Unified

- Unified Sports brings people with intellectual challenges and disabilities together on the same team as people without intellectual disabilities. This program is dedicated to promoting inclusion through shared sports training and competition experiences.
- Unified Sports looks to develop **meaningful competition** where coaches work together to create a balanced competitive environment. **Coaches are responsible for ensuring the meaningful involvement of all players in the game.**
- Please review our principle of meaningful involvement to understand and apply the Unified Competition Model: [SO Unified Sports Principle of Meaningful Involvement](#)
- Also, see our Unified Coaching Guides and Training Resources
 - [Unified Sports Coach Guidelines](#)
 - [Unified Coaching Course](#)

6. Max Points

- A team will be declared the winner if they reach 16 points. The full 20-minute game time is to be played out, but the score will stand once a team scores its 16th point. Thus, the winning team is the first team to score 16 points or the team with the highest score after the 20-minute game.

Provincial Championships

1. Competition Format

- **The Divisioning Round**
 - The first day of competition will feature the divisional round.
 - This round is intended to establish the skill levels and comparable skill levels between teams in an effort to create the fairest division for round-robin play.
 - Teams will play a minimum of 3 divisioning games:
 - 2 games will be played against teams believed to be of similar skill levels based on play at qualifiers.
 - 1 game will be played against someone in the division above or below.
 - Divisioning games will be the largest determinate of the final divisions for the round-robin games on day 2.
 - Games will be played as follows:
 - 10-minute games (Two 5-minute halves with a one-minute halftime).
 - Max points allowed are 16 (after that, scores will not be kept).
 - All players must play in the divisional round.
 - The remaining rules and regulations will remain the same as in qualifiers, as seen below.
 - There will be no overtime in division games.
 - Division selections and decisions are final and cannot be protested.
- **Round Robin Format within your division**
 - Game Points Scoring System:
 - 3 points for a win.
 - 2 points for a tie.
 - Tie breakers at championships to be determined in succession:
 - Highest game points (based on the scoring system outlined above).
 - Lowest points against average
 - Highest points average.

School Championships – What’s New?

BOCCE TECHNICAL PACKAGE HIGHLIGHTS

- Random Computerized Draw
 - Overtime
 - Overtime will only come into effect in medal games. Otherwise, ties will stand at the end of regulation time.
 - In the event of a tie, an extra frame will be played to determine the winner.
 - 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.
2. **Max Points Scored**
- Winning score – the first team to **16 points** or the team with the highest score after 20 minutes of play