

**Special
Olympics**
Ontario



Special Olympics
**Unified Champion
Schools®**

School Qualifiers



Bocce Technical Package
Unified & Traditional

SOO School Qualifiers Bocce 4-on-4 Rules

1) Qualifier Competition Format

a. Game Points and Team Ranking

- Round Robin format within your division.
- Game Points Scoring System:
 - 3 points for a win
 - 1 point for a tie
- **NO overtime at qualifiers (ties will stand).**
- Tie breakers at qualifiers to be determined in succession:
 - Highest game points (based on the scoring system outlined above)
 - Head-to-Head
 - Lowest points against average
 - Random Computerized Draw
 - 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.
- For Provincial School Championships qualification, 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: [Schools Hub](#)

c. Uniforms

- All teams must supply their own uniforms. T-shirts or sports uniforms are permitted as long as all uniforms are identical for all players. Numbers on uniforms are not required. Religious and medical-related headwear is permitted. Jewelry, boots, bandanas, and beanies are not permitted.

d. Equipment

- All equipment will be provided. Teams are not permitted to use their own equipment. Flag house beanbag balls will be used ([See Here](#)).

e. Game Forfeit

- Should a team forfeit a game, the following point allocation will be used:
 - Game not started: A score of 1-0 will be recorded.
 - Game started: The non-forfeiting team's score will be recorded as 1, or their current score at the time of the forfeit will be added to that number of 1, and the forfeiting team's score will be the current score when the forfeit occurred.

2. Rules of Play

a. Divisioning

- The Head Coach must include a team ranking during online registration for each team.
 - Team rankings are meant as an overall rating of your team ability. Refer to our [Skill Assessments](#) if needed and make a judgement on your teams overall competitive ability. A - Indicates your team is established, has several strong players and would be placed in the most competitive division, B - Team has an all-around understanding of the sport would be placed with some higher level teams, C - Middle of the pack team that has basic skills down for most players, D - Means your athletes are learning the sport and would be placed in the lowest ability division
- **Traditional**
 - **Developmental** (offered if capacity allows): this category is intended for athletes new to the sport who are not ready for game play and would benefit from fun skill development.
 - **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 annual Provincial 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 SO Athletes. Unified Partners are designed to score points, **have a meaningful impact on the game**, and compete in this category. This includes passing, shooting/scoring and defence.
 - Note: **Unified Partners are not permitted to dominate** and take over games, but are expected to contribute to winning. Each team will be required to ensure all their players, barring injury, play during each game.

b. Team and Players

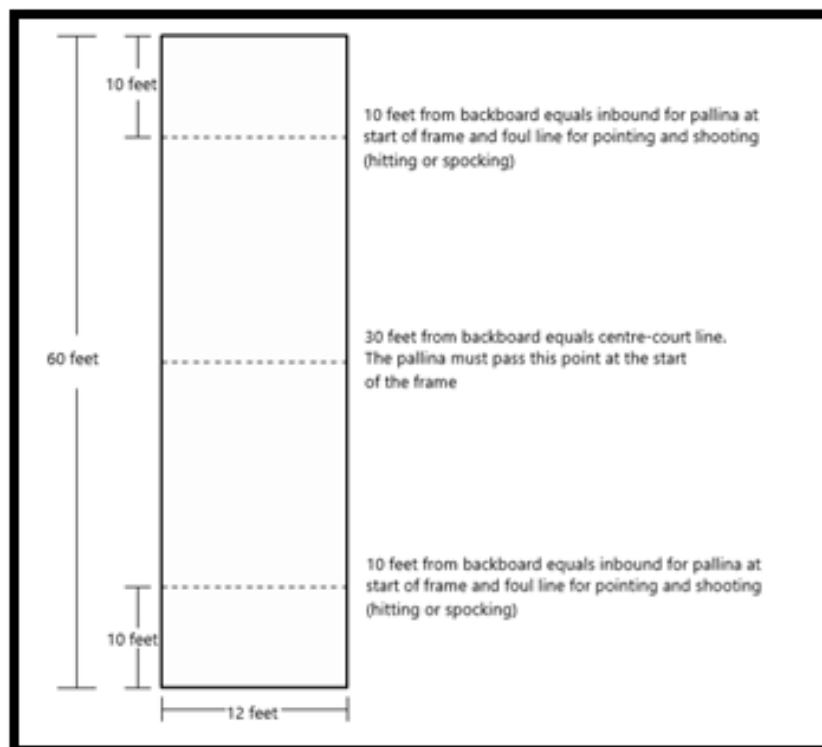
- **Traditional teams: minimum 4 and maximum 6 athletes with an ID (4 players and 2 substitute)**
- Unified teams: minimum 4 and maximum 6 athletes (max 2 mainstream Unified Partners, Min 1). During the competition, the 4-person team on the court must be made up of 3 athletes with an ID, 1 Unified Partner, and potentially 1 substitute.
- 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.

c. Unified Sports/Teams

- 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
 - [Guiding Unified Sport Principles](#)
 - [Unified Sports Coach Guidelines](#)
 - [Unified Coach Course \(Option A\)](#)
 - [Unified Coaching Course \(Option B\)](#)

d. The court

- 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. There are 3 lines on the court: a 10-foot service line, a 30-foot center line, and a 50-foot foul line.



e. The Game

- Game time – 20 minutes in length. No new end should begin after this time. Should 20 minutes finish in the middle of the frame, teams should complete that frame.
- Officials will run the clock continuously (i.e. the clock is not stopped between frames or for measurements).
- One 60-second time-out is allotted per team per game.
- The game clock will stop for designated time-outs.
- Equipment – Bocce is played with eight balls and on smaller/different colour target or object ball called the pallina (jack, cue, beebie etc.). There are four balls to a side/team, and they are made in two colour to distinguish the balls of one team from those of the opposing team.
- Pallina and Colour – A coin toss by the referee will determine which team gets to roll the pallina to begin the game and their choice of ball colour. The colour choices are blue or red. The pallina ball is white.
- 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**. The rotation can vary from frame to frame, however, no player may deliver more than his/her allotted numbers of balls per frame.
- **Definition – A Frame is the time taken for both teams to throw all four of their balls.**

f. The Pallina

- **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.**
- Three-attempt rule – The team possessing the pallina will have three attempts at throwing the pallina to the opposite end. If in these three attempts are unsuccessful (the pallina does not land in the designated area or stay in bounds) the referee will place the pallina in the center of the court.
- **If during the course of the game (after initially being placed into a legal position), the pallina is knocked out of play by a coloured ball, the pallina should be placed back into the court boundaries at the point where it exited the court.**

f. Coloured Ball Delivery

- Coloured balls are considered in play once they cross the 10-foot foul line at the throwing end. As long as the ball remains within the court boundaries, it shall be considered in bounds for the duration of the game.
- **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.**
- A team can roll, toss, bounce, bank 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 can also "spock" or hit 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 their hand over or under the ball as long as the ball is released in an underhanded delivery.
- Definition – Underhand delivery is defined as releasing the ball below the waist.

f. Sequence of Play

- 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.
- If the initial coloured ball roll does not result in a live ball, a 2nd player from the same team shall attempt to set the point. This will continue until a live ball is set, or the initial team has delivered their final ball.
- It is always incumbent upon the team with the pallina advantage to establish the initial point, and they must keep tossing until the ball is in play, including after the initial point has been set.
- i.e Team A tosses the pallina and delivers the first ball legally. Team B elects to hit Team A's ball out of the court, leaving only the pallina in the court. Team A will throw the next ball in order to re-establish the initial point.
- Once the initial point is set, the opposing team will then deliver their coloured balls until they have a ball closer to the pallina than the team who threw the first ball or until they have exhausted their four balls. This "nearest ball" rule governs the sequence of played balls.
- 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

f. Scoring

- 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. (i.e. if the blue team has 2 balls closer to the Pallina than red, blue gets 2 points.) A player may request a mechanical measurement. (Measurements will be taken from the bocce ball's centre side to the Ballina's centre side). At the end of a frame, when the referee announces the winning points and colour to the players outside the court at the Ballina end, the referee should look to the players for agreement before the balls are removed. The players have a right to request a measurement if the players disagree with the referee. When the players or team agrees with the points awarded, the court officials then remove the balls to start the next frame. The scoring team for each frame will also win the polling advantage for the subsequent frame. The referee will be responsible for the 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.



- Ties during frame—In the event that two opposing balls are equidistant from the Ballina (tied), the team that rolled last will continue to roll until the tie is broken. Example: Team A rolls a ball toward the Ballina and establishes the point. Then, Team B rolls its ball toward the Ballina, and the referee determines that they are both exactly the same distance from the Ballina. Team B must continue to roll until it has a point closer to Team A's ball. If Team A rolls a ball closer to break the tie, and Team A hits that ball out, re-establishing a tie, Team A must continue to roll until the tie is broken.
- 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 Ballina returns to the team that last delivered it. Play resumes from the end of the court from which the frame was last played.
- Winning score – the first team to 16 points or the team with the highest score after 20 minutes of play.