

# Unified Sports

## Bocce



***Special  
Olympics  
Newfoundland  
& Labrador***

---

2024 Bocce School Championships

# Game Day Technical Package

Competition Rules

Game Day format



# School Unified Bocce Competition 4-on-4 Rules

---

## Divisioning

1. Teams are grouped in divisions depending on registration
2. Each team will be required to play all team members in all games.

## Team and Players

1. A team may have four (4) players. A team of four (4) must have a minimum of two (2) or a maximum of three (3) athletes with an intellectual disability.
2. School Bocce tournament 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. 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 is on a gymnasium floor. See attached diagram.
2. Equipment—Bocce is played with eight balls and smaller target or object ball called the pallina. 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 ball 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 (4-on-4, each player throws one ball)

## Competition

1. Three-attempt rule — The team possessing the pallina will have three attempts at throwing the pallina beyond the 30-foot line and before the 10-foot line (at the opposite end of the court). If these three attempts are unsuccessful, the opposing team will have one attempt to place the pallina. If this attempt is unsuccessful, the referee will place the pallina in the center of the court at the 50-foot line. The team with the pallina advantage will still throw the first ball.
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 (one per player) 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 next. 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, 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. **The ball is delivered from the 10-foot line, not the 60-foot boundary line**
  - Athletes requiring assistance with delivering the bocce balls can avail of the following two options: the first having a Unified partner assist them with “hand over hand” **underhand** delivery of the ball. The second is using a ramp to deliver the balls; athletes can place the ball on the ramp and roll it down. If athletes still require further assistance, a Unified partner can assist with hand over hand delivery of the ball on the ramp.
5. Each player will throw one ball
6. Each frame begins from the opposite end from the previous frame (unless the frame is dead frame – see scoring)

## 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 12 points or the team with the most points at the end of 20 minutes
5. Dead Frame – Pallina knocked out of the court, ball breaks, tie at the end of frame. Play resumes for the next frame at the same end

## Tournament Format

---

### Dependent upon the # of teams registered

#### 20 Teams or less:

Teams will placed in divisions of 4.

Teams will play a round robin before lunch (3 games each)

Teams will be medal round after lunch (1 game)

- Games will be 20 minutes in length or first to 12 points
- Tie breakers to be determined in succession:
  - Highest game points
  - Lowest points against average

#### More than 20 teams:

Teams will be divisioned as appropriate (based on Skills Assessment).

Teams will play each team in their division once.

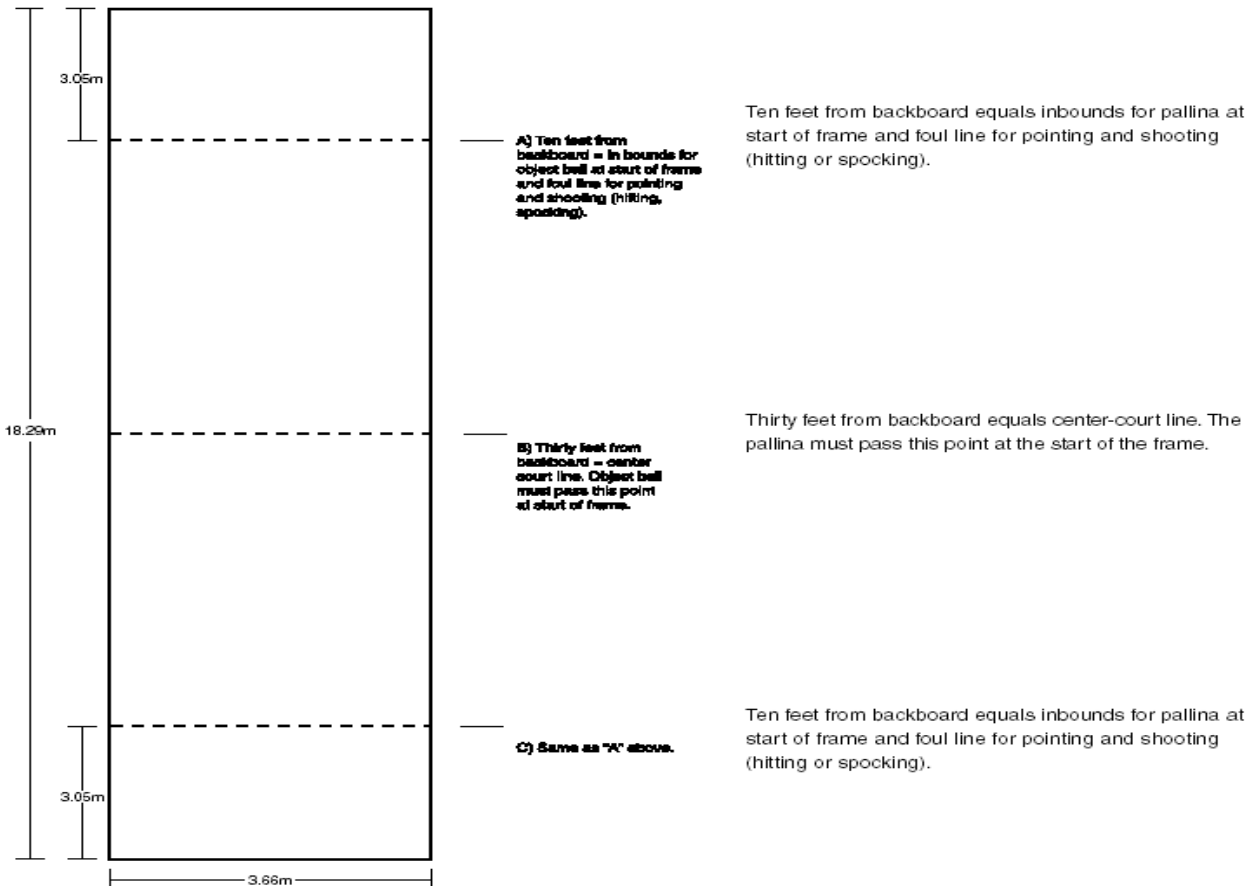
Number of wins will determine the overall winner. (2 points for a win, 1 for a tie, 0 for a loss)

- Games will be 20 minutes in length or first to 12 points
  - Note: This is subject to change depending on number of registered teams and time allotted to play.
- Tie breakers to be determined in succession:
  - Highest game points
  - Lowest points against average
  - If still tied after this, the medal will be given to both teams

# The Court

## 1. Court

- a) The court is an area 3.66 meters (12 feet) wide by 18.29 meters (60 feet) long.
- b) The gym floor will be used for the Unified Tournament
- c) Lines measuring 50mm (2inches) in width should be marked on all courts for the following:
  - 1) Foul line for pointing or shooting (hitting) — 3.05 meters (10-foot line) from the court boundary (60-foot line).
  - 2) Half-court marker — minimum distance pallina is played at the start of the frame. During the course of play, the position of the pallina may change as a result of normal play; however, the pallina may never come to rest closer than the half-point marker (30-foot line) and no further than the 10-foot or the frame is considered dead.
- d) The 12 feet wide boundary will be marked by pylons at the either end (60 feet) and the 50/10 foot mark on either end as well as the 30-foot half-court line.



### **How to get your score for Divisioning: (Done during a practice prior to competition day)**

1. The coach should place the pallina at a 30-foot distance, and the player should play four balls. The referee will measure the **closest three balls** and record their distance **in centimeters**.
2. The coach will then place the pallina at a 40-foot distance, and the player should play four balls. The referee will measure the **closest three balls** and record their distance **in centimeters**.
3. The coach will then place the pallina at a 50-foot distance, and the player should play four balls. The referee will measure the **closest three balls** and record their distance **in centimeters**.
4. During the divisioning process, if the pallina is moved from its spot at 30ft, 40ft or 50ft it is to be replaced on the spot before the next ball is rolled and before any measurements are taken.
5. Measurements will be taken from the **centre side** of the bocce ball to the **centre side** of the pallina, for a total of nine measurements
6. Once you have your 3 measurements from each distance, you will add that score with the other 3 athletes from that team. The total measurement will be the team score. This will be used to division each team