

***Special
Olympics***
Iowa



Bocce Training



What is Bocce?

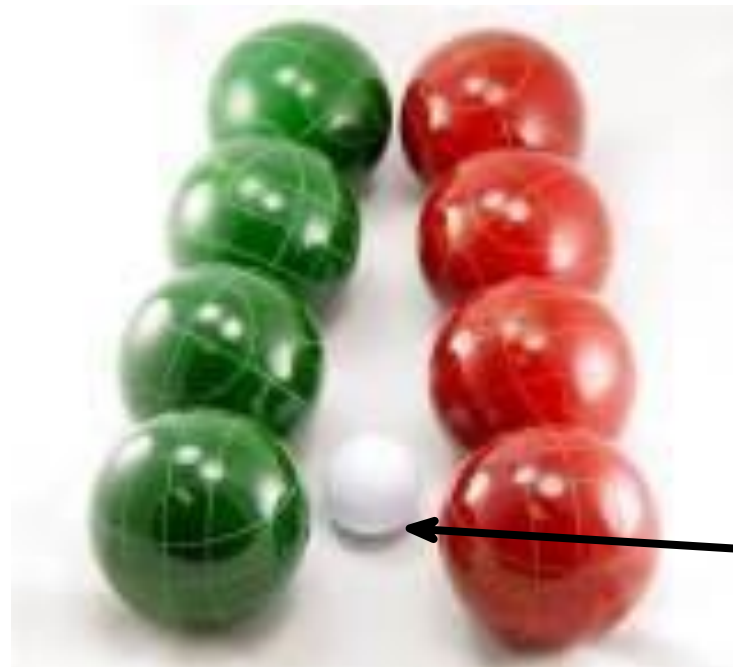
Bocce is

- a game which originated in Italy
- very similar to Lawn Bowls or Petanque
- Opposing players/teams play with either **red** or **green** balls, competing in
 - Singles
 - Doubles (Traditional or Unified)
 - Team (Traditional or Unified)
 - Ramp (Singles)



Special Olympics Iowa only does Team & Singles ²

The objective of the sport is to roll a bocce ball closest to the **target ball**, which is called a **pallina**.

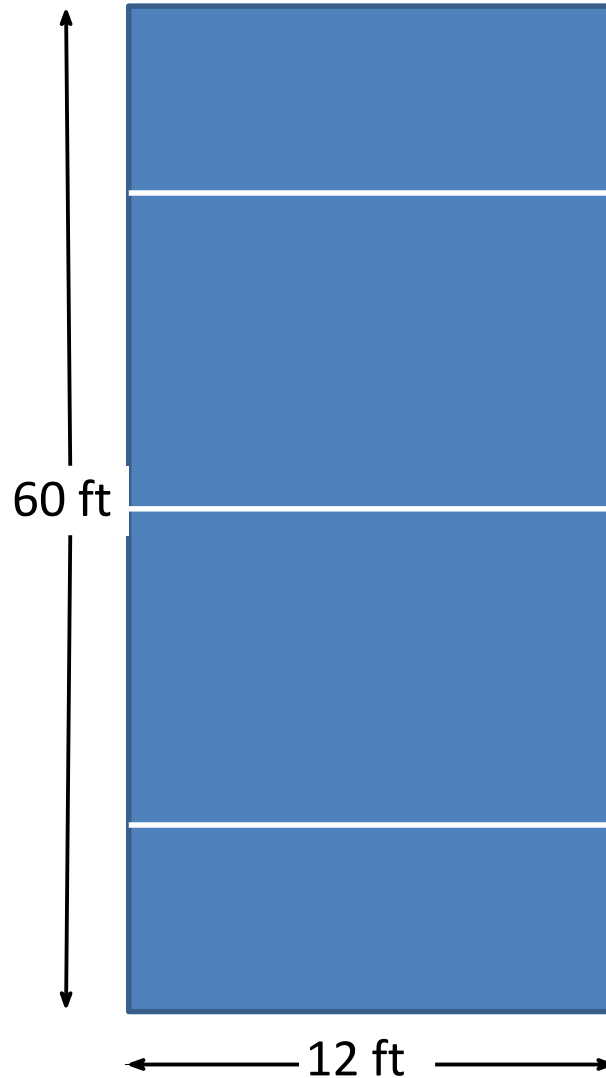


Pallina



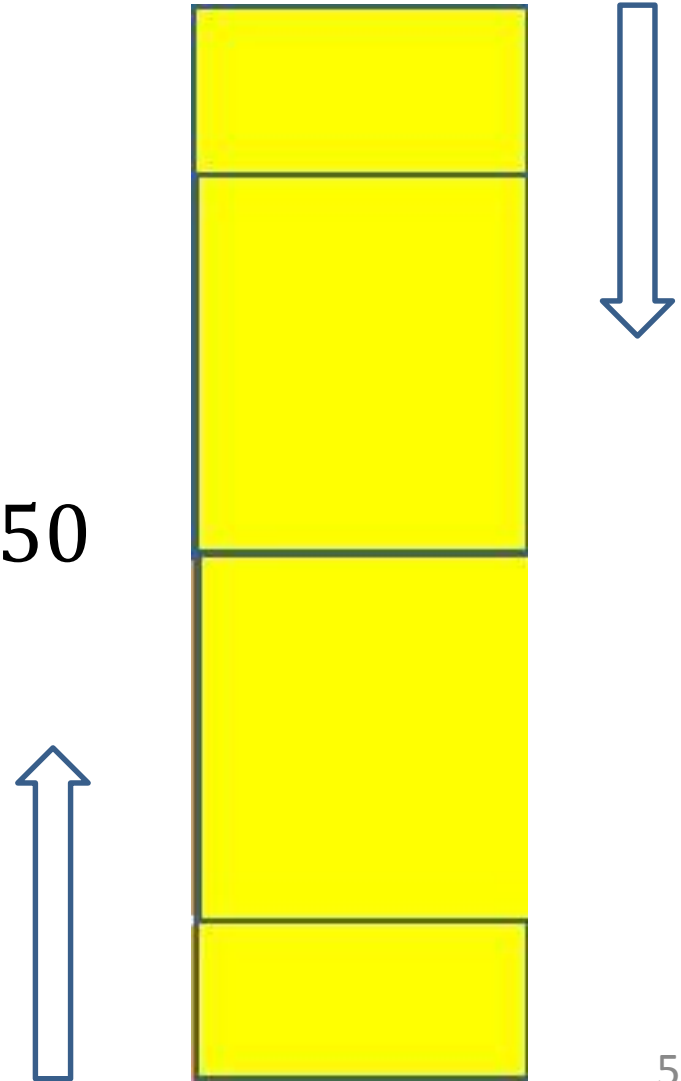
- Bocce may be played on
 - Astroturf
 - Carpet
 - Clay or Sand
 - Grass (cut very low)
- The playing surface & surrounds are known as a **court**

The court is an area 3.66 meters (12 feet) wide by 18.29 meters (60 feet) long.



Playing Areas of a Bocce Court

- Delivery Box / 10 ft area
- No Man's Land
- Beyond the 30 & Before the 50
- 40' center
- Main Scoring Area



Equipment Used

- Balls 4 Red – 4 Green – Pallina
- Flag/Paddle Red – Green
- Sighter/Visual Aid Bell or Cone
- Measuring Tape
- Scorecard
- Coin
- Stopwatch
- Rules



Attire

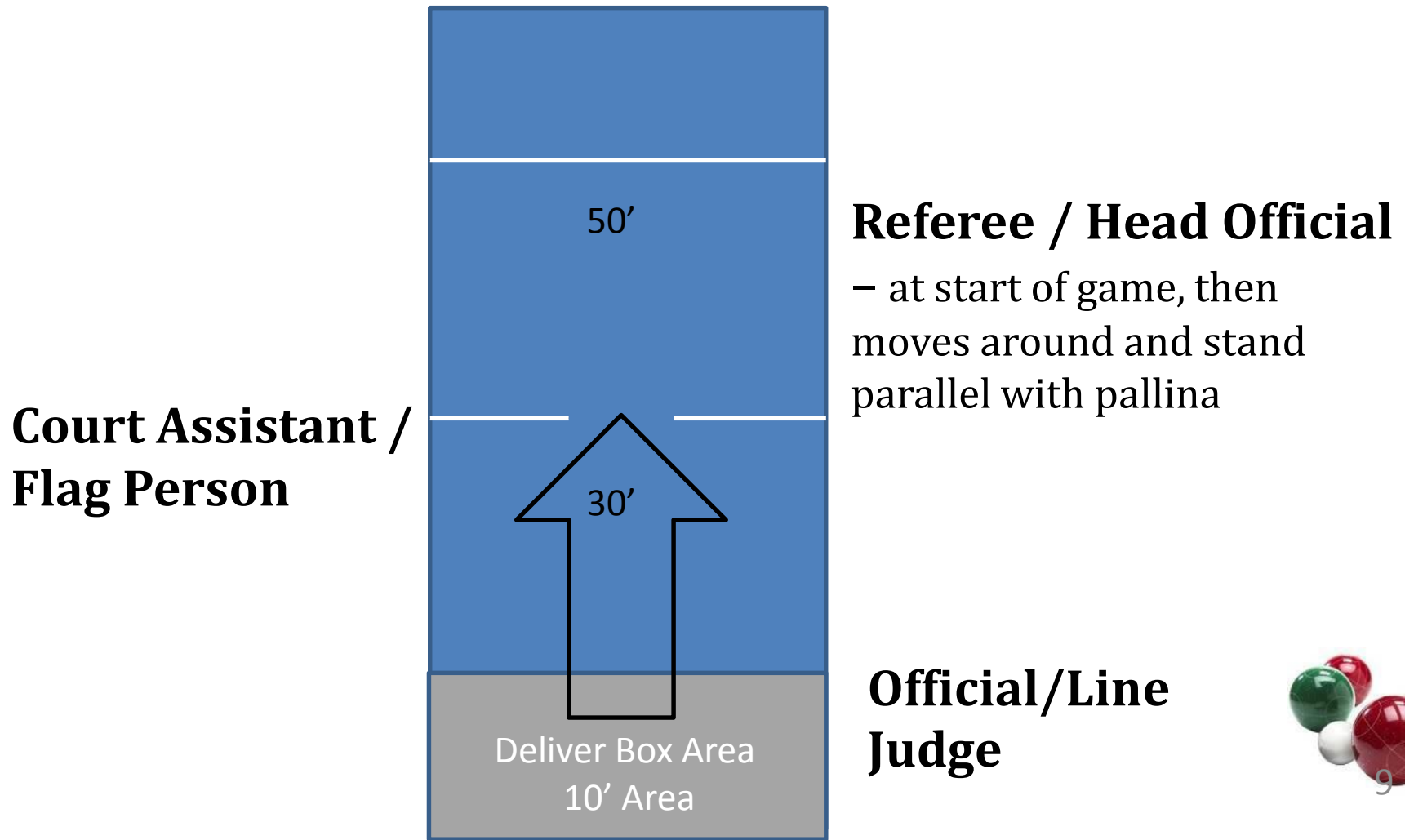
- Closed Toe Foot Wear
- Comfortable Clothes
- Uniform the same for all athletes



Glossary of Terms

- Pallina
- Frame
- Initial Point
- Balls in Contention
- Beyond the 30 – Before the 50
- Beyond the 50
- 40' center
- Division
- GMS
- Dead Ball
- Staging
- Awards
- ***Special Privilege - Iowa***

Bocce Personnel & Positions



Official's Code of Ethics

- A referee will:
 - Have a **thorough knowledge** of the rules
- Be fair and unbiased in his/her decisions, rendering them without regard to the score
 - Be **firm**, but not overbearing;
 - **courteous**, but not ingratiating;
 - **positive**, but never rude;
 - **dignified**, but not arrogant;
 - **friendly**, but not companionable;
 - **calm**, but always alert
 - Be prepared, both **physically and mentally**, to administer the game
 - **Not give information** which would benefit or give advantage to one team over another



Official / Line Judge

- **Position on Court**

- Stand beside the throwing line

- **Equipment**

- Clipboard with rules
- Scorecard

- **Escorting Responsibilities**

- Escort the athletes to the other end to start the next frame

- **Fouls**

- Watch Ball Delivery
- Watch the “Foot Fault”
- Watch Player Rotation
- Record any incidents such as fouls etc. on scorecard

- **Other Duties**

- Repeat the Referee’s call on “next to play”
- Keep track of time
- Inform Referee if an athlete needs visual aid
- Assist athletes onto court, if necessary
- If specified by Competition Manager – assist athlete with ball pickup



Court Assistant / Flag Person

- **Position on Court**

- Stand in line with 30 foot mid court Line

- **Equipment**

- Red & Green Flag/Paddle

- **Duties**

- Referee calls the color of “next to play”, hold flag out so that it is visible to the athletes

- Assist in measuring

- Update the scoreboard after each frame

- Assist Referee as requested by Referee

- Reset the Balls for next frame with the Referee

- **Red** to the **right**, **Green** to the **left**

- Take scorecard to score table & get next scorecard



Referee / Head Official

- **Position on Court**

- Stand in line with the 50 foot line when frame starts then stand in line with Pallina

- **Equipment**

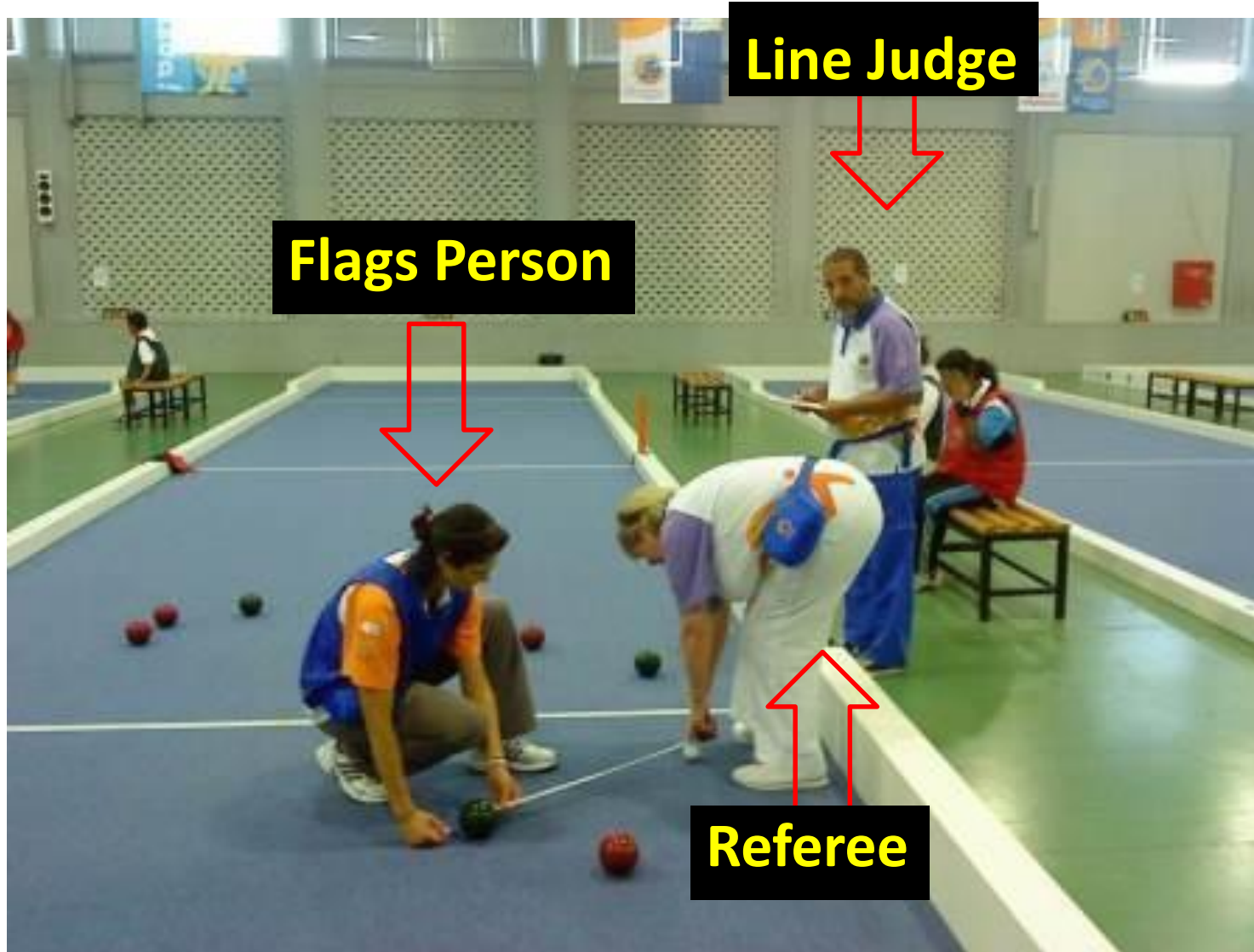
- Clipboard with Rules
- Measuring tape
- Visual Aids
- Stopwatch
- Coin

- **Duties**

- Time the game
- Call “next to play”
- Make decisions on any issue of contention
- Announce “number of balls in” at end of frame
- Record score on scorecard
- If any doubt Measure
- Stop ball on its journey up the court following a foul, if safe
- Remove “Dead Balls” following fouls
- Place & remove “Sighter” for visually impaired athlete
- Sign the scorecard at the end of the game



On Court Demo of Three Roles



Bocce Official Best Practice

- Fair
- Encouraging
- Confident
- Kind
- Support
- Safe
- Consistent
- Patient

Cannot “coach a player”

**Must allow a foul to be committed
before calling it.**



Divisioning

Ability Grouping



Divisioning

- Divisioning takes place before a competition
- **Objective**
 - The Objective of Divisioning is to assess the athlete's ability...and to determine which Division they will play in
- **Divisioning Groups**
 - Age groups (male, female & co-ed)
 - 8—11
 - 12—15
 - 16—21
 - 22+
 - For Double and Team Events, the age of the oldest athlete on the team dictates the age group
 - A division consists of:
 - a minimum of **three** athletes/doubles/teams &
 - maximum of **eight** athletes/doubles/teams

**Special Olympics Iowa – gender mixed and age groups 8 – 21 and 22+
- only offer Team, Singles competition & Bocce Skills 2018**



Divisioning

- **How does Divisioning work?**

- Play 3 modified games to assess the athlete's ability...and to determine which Division they will play in

- **Procedure**

- The pallina is placed on the center of the 30ft line & the player rolls all 8 balls towards it

- The referee measure the closest 3

- Record the 3 distances on the Divisioning scoresheet in **centimeters**

- Change end... The pallina is placed on the center of the 40ft mark & repeat same process as for the 30ft

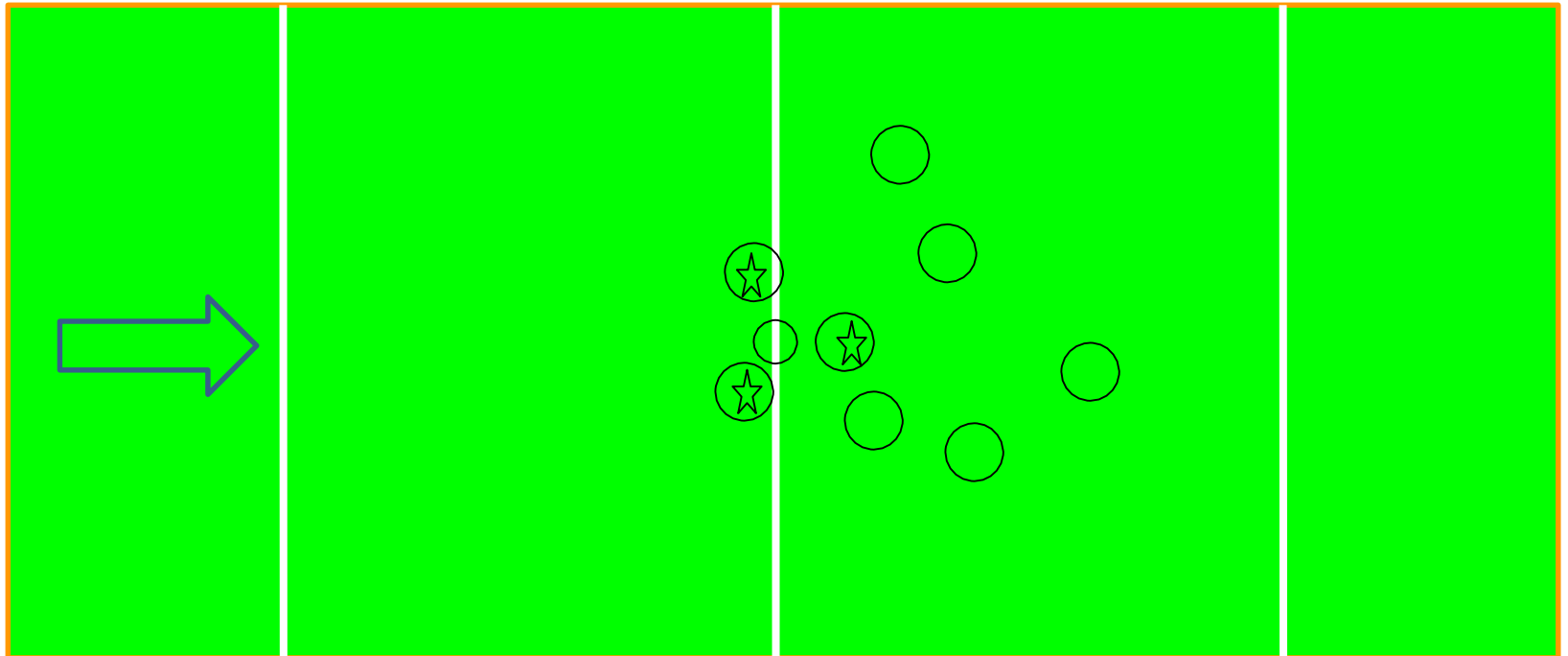
- Change end... The pallina is placed on the center of the 50ft line & repeat same process as for the 30ft & 40ft

- ***Should the Pallina be moved from its spot... it is replaced back before the next ball is thrown or any measurements are taken***

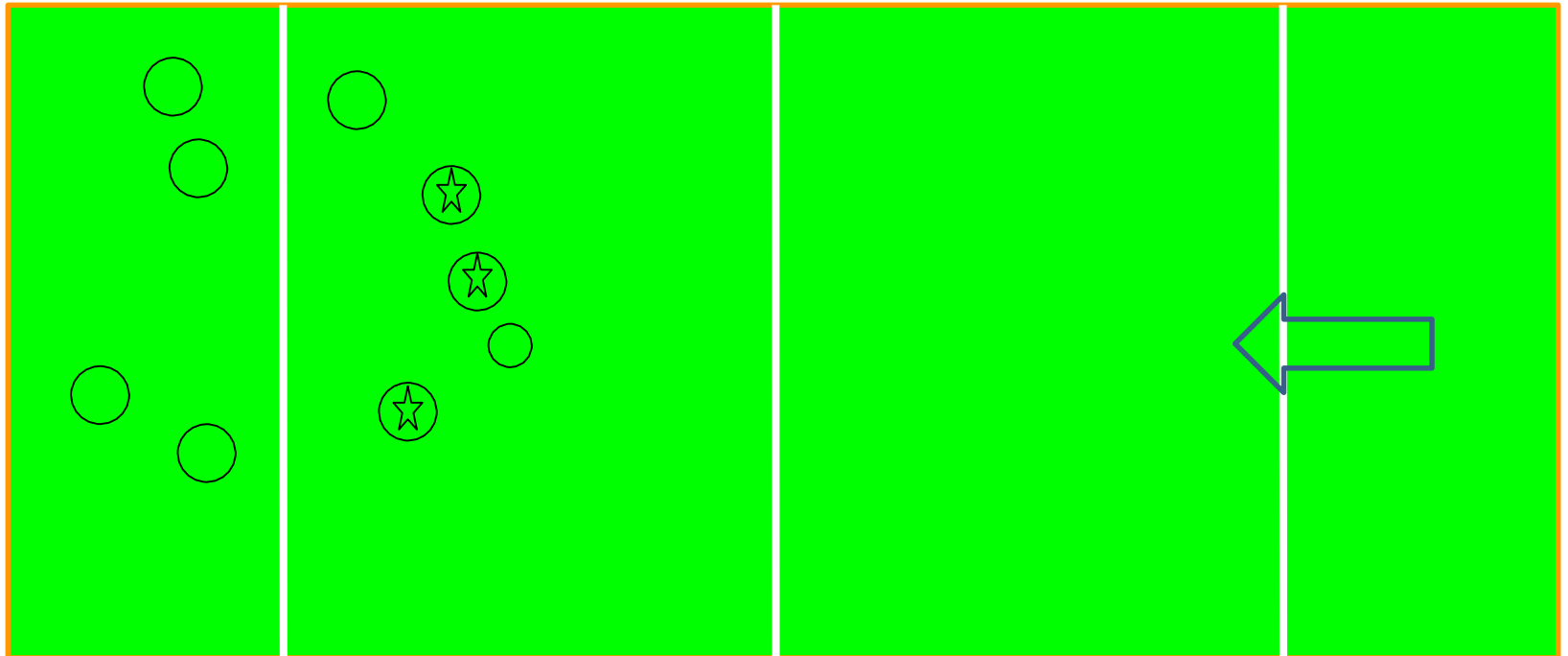
- State entry – send in the total from the nine measurements



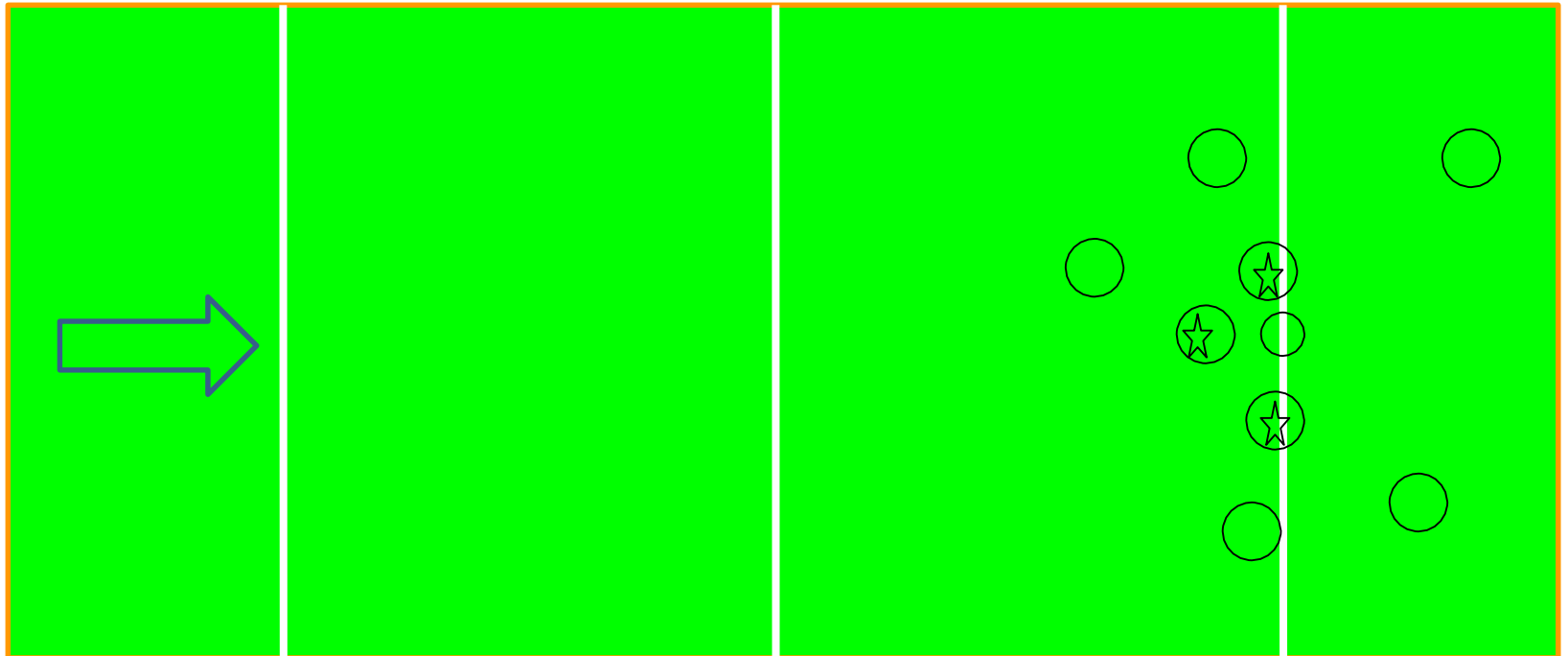
Divisioning - example @ 30 Foot Measure + record nearest 3 balls (cms)



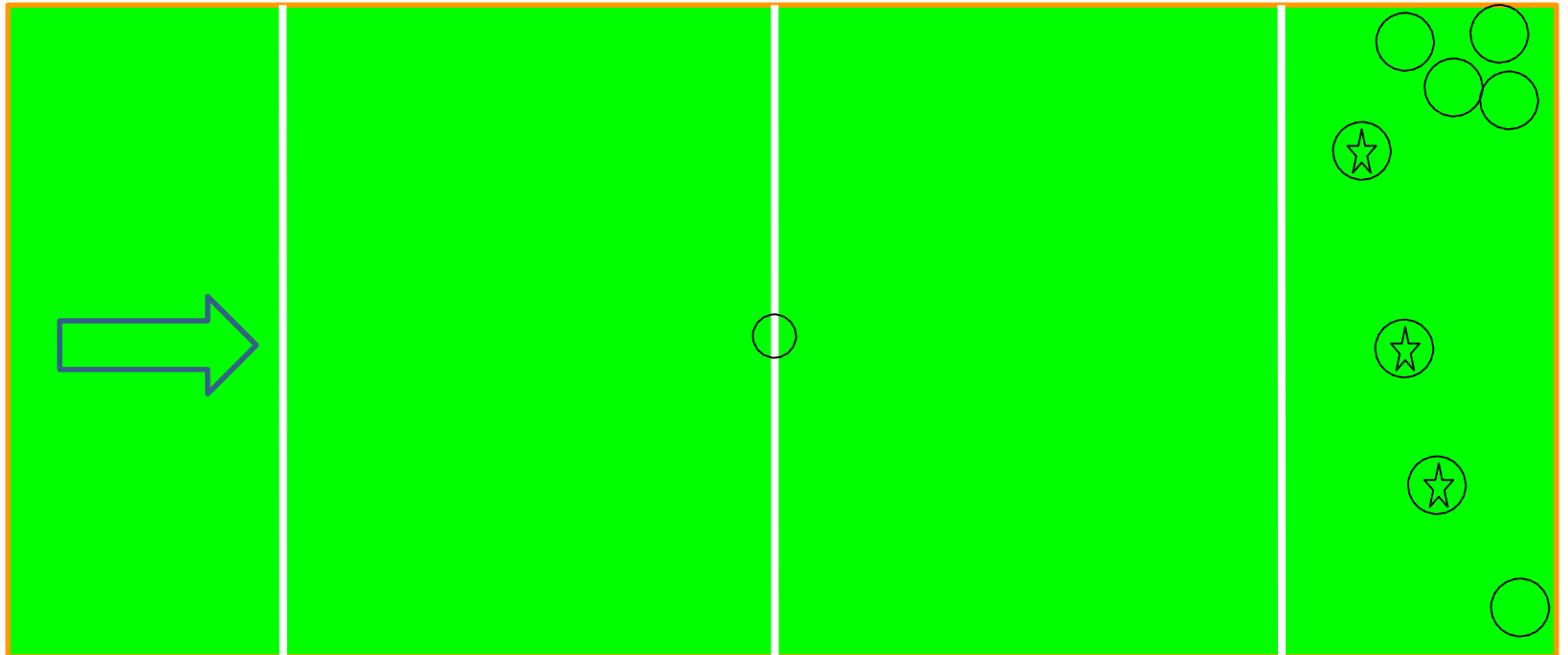
Divisioning - example @ 40 Foot Measure + record nearest 3 balls (cms)



Divisioning - example @ 50 Foot Measure + record nearest 3 balls (cms)



Divisioning - This Is a Possibility!



Division Scorecard Sample

Special Olympics New Zealand National Summer Games 2013

Divisioning Card

BC Bocce Divisioning

Player Name: **Nicholson, Natasha**

Bib Number: **221**

Please Note

Club:

Distance	1st Ball	2nd Ball	3rd Ball	Input use ONLY
9,15 m (30 feet)				
12,20 m (40 feet)				
15,25 m (50 feet)				

Referee Signature

Recorded in GMS

Total



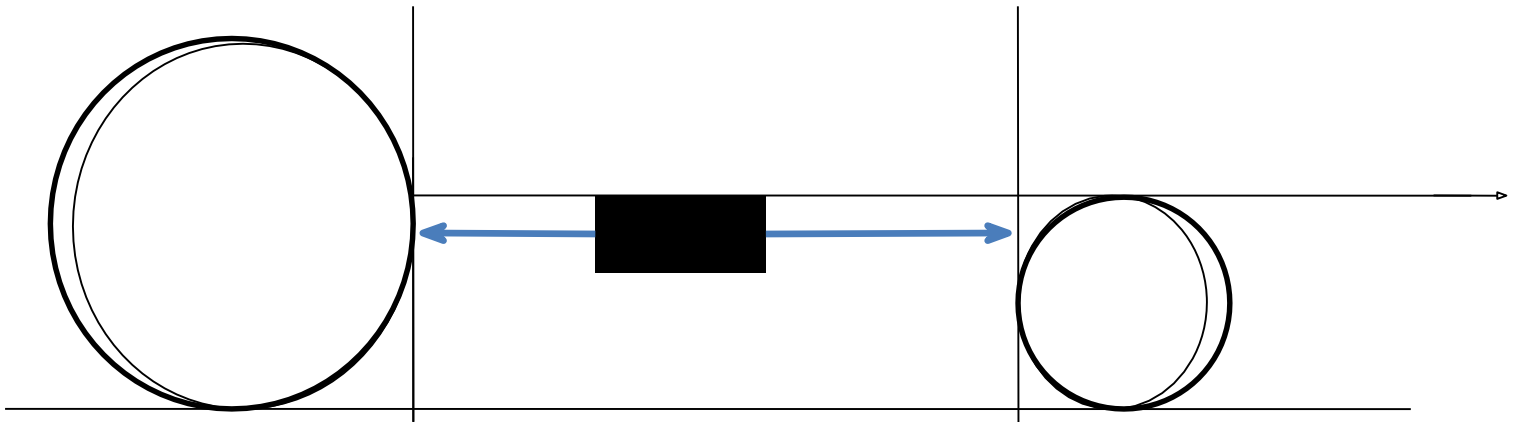
What Information Do I Turn In For Competition

- Bocce Allocations may be requested for each delegation prior to entry due date
- Once allocation numbers are set, you will need to submit the following to the state office:
 - **Coach / Volunteer Roster**
 - **Summer Games Registration Form**
 - **Bocce Singles Entry Form and / or Bocce Team Entry Form**
 - **Modified Game Score**
 - **Athlete's name / team name**
 - **Check all other information**
 - **Special Privilege Form (if needed)**
- Some areas have area competition, so entries will go to the Area Director otherwise, entry form goes to the State office



Measurement. (cms)

Measure from center side of Bocce Ball
to center side of the pallina



Measuring In Action

- The referee measures from belly of the ball to the belly of pallina
- **The zero goes to the bocce ball and the number read by the pallina**
- The line judge records the measurement in Centimeters
- The third official may be required to assist with Measuring
- If during divisioning the pallina is moved from its various spots, it is to be replaced back on the spot before the next ball is played or measurement is taken




Staging or Marshalling

Once the teams get to the court:

- Double check names
- Have the team captains step into the court
- Coin toss to determine which player/team will play with which color and who has Pallina Advantage
- Record your start time



Score Card – Special Olympics Iowa

Bocce Score Card  **Division** _____
Court # _____ **Start Time** _____

Team _____ May 2015

Ball Color _____ Athlete's first names _____

<i>Frame</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Points	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

Final Score

Athlete/Coach Signature

Team _____ Athlete's first names _____

Ball Color _____

<i>Frame</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Points	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

Final Score

Athlete/Coach Signature

Referee's Validation

Notes: _____



Competition



Competition Format

- All events - Singles, Teams, Unified Teams within this competition will play two games

Unified Sports Doubles/Teams

A unified partner is a player without an intellectual disability

Each Unified Sports Doubles shall consist of one athlete and one partner & each Unified Sports Team event shall consist of two athletes and two partners

A unified partner should be of similar age and ability as their athlete partner



Competition Scoring

- Winning score or Timed (whichever comes first)
 - Four-player team (Teams/Unified Teams)
 - one ball per player = 16 points (or SOIA 30 Minutes)
 - Two-player team (Doubles/Unified Doubles)
 - two balls per player = 12 points
 - One-player team (Singles)
 - four balls per player = 12 points (or SOIA 20 Minutes)
- Games will start as soon as the players are ready
- The winner of the game shall be determined by the player/team that has the highest score at the end of the game



Delivery of Ball

- Over hand
- Underhand
- Ball release – below waist or penalty (dead ball)

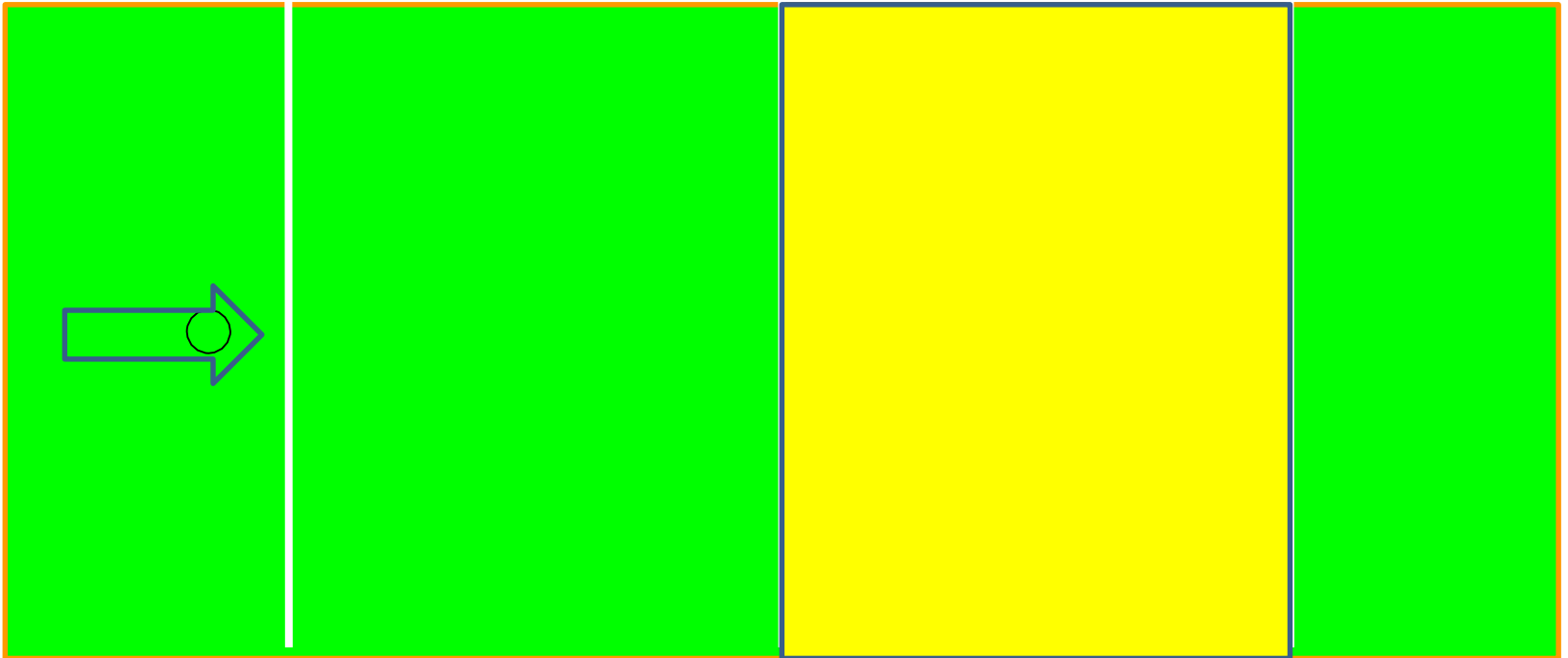


The **Three** Attempt Rule

- The team possessing the pallina will have **three** attempts at placing the pallina ***beyond*** the (30-ft) mark and ***before*** the (50-ft) mark on the opposite end
 - If these three attempts are unsuccessful
 - The opposing team will have **one** opportunity to place the pallina.
Beyond & Before
 - If this attempt is unsuccessful, the referee will ***place*** the pallina in the center of the court at the (40-foot) mark (opposite end foul line)
- **However, at no time does a team lose its earned pallina advantage of being able to deliver the first ball.**
- The person that tosses the pallina, must deliver the 1st bocce ball



Three Attempt Rule



Score Board

- At the end of competition game, if both players/captains agree with the result, they need to sign the scorecard
- Referee must sign it to validate the scorecard at the end of each game
- If an incident occurs in the game please write a short account of incident on the back of the scorecard (*this helps if there is a protest*)
- If at the end of game the score is tied, an extra frame must be played
- The team/player to play the pallina and the first ball is the winner of the last end played

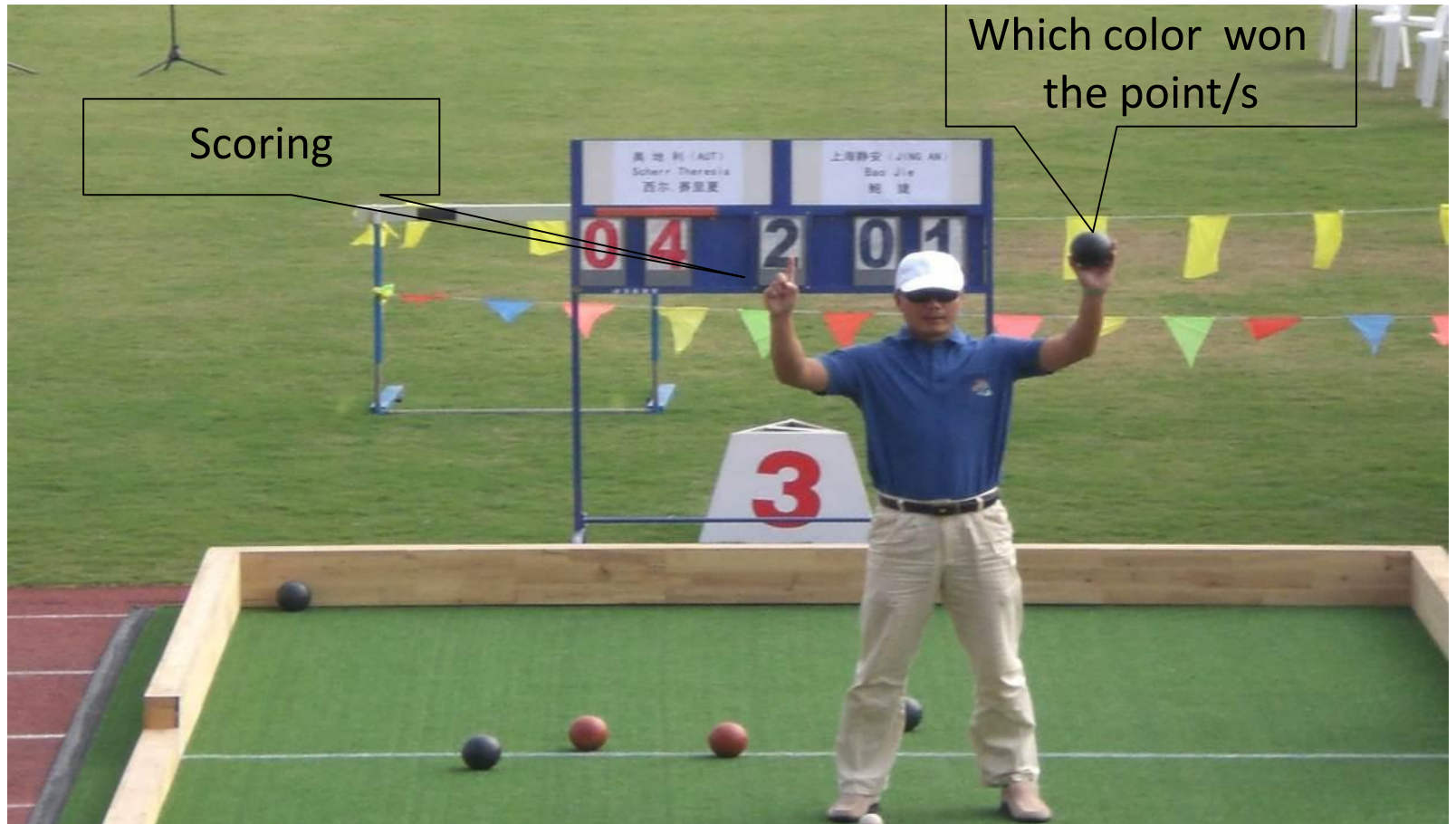
Referee Hand Signals

There may be occasions during a game where a referee will be required to use certain hand signals. These may include:

- **Indicating who scored how many points**
- **Stop Play**
- **Time Out**
- **5 Minutes of play left to play**
- **End of Game**

Referee Showing the Score

Indicate 1st to the athletes, then 2nd to coaches / spectators



Referee Indicating “Stop”



If at any stage during a game you have to stop play, i.e. to check on the position of the balls , to measure or for any other reason, you should step onto the court & hold you hands up in front of you as shown and say “Stop”.

The Line Official will then also step into the court & stop an athlete playing another ball until you advise “Green to Play” or “Red to Play”.



Referee Indicating “Time Out”



If at any stage during a game you have to call a Time out, i.e. to call in technical assistance, to discuss something within your officiating team, for medical or bathroom reasons you should step onto the court and hold you hands up in front of you as shown & say “Time Out”. The Line Official will then also step into the court and stop an athlete playing another ball until the official advises “Green to Play” or “Red to Play”.



Referee Indicating “Game Over”

To indicate to all players and spectators that the game has ended, cross both hands directly in front of you (as shown in the photo on the left) and then open them out across your body (as shown in the photo on the right) and say “**Game Over**”.



Dead Ball Scenarios

- A Dead ball is a ball that will be removed from court following a foul.
- There are a number of situations where a Dead Ball will result... in each case the **Line Judge** should call “**Dead Ball and type of foul**”, e.g. *Dead Ball-foot fault or Dead Ball-wrong rotation*.
 - A dead ball occurs when:
 - A Player commits a **Foot Fault**.
 - A player commits a **Foul Throw – above waist line/Belly Button**.
 - A Player plays **Out of Rotation** – (Green plays when it should be Red).
 - A Player plays **more than their allotted number of balls**
 - A player commits a **Foul Throw -The ball lands on the top of surrounds, or out of court.**



Dead Ball Scenarios Cont.

- In a dead ball situation the Referee will step in (**if safe**) and **stop the ball in motion**
- If the Referee cannot stop the ball, and it disrupts the head, then the Referee and Flags Person shall **reset** the **head** as best /accurately they can
- If the Referee cannot stop the ball, and it disrupts the head, such that the Referee & Flags Person are **unable** to **reset the head** ... Then **restart** the frame from the same end and by the team that had previously started



Specific Incidents

- Foot Fault
- The Three Attempt Rule
- Player plays more than their allocated number of balls
- Incorrect rotation of play
- Incorrect ball played
- Accidental movement of Ball or Pallina
- Coaching during play
- Ties – during & at the end of a game
- Time Out's
- Checking points during play



Foot Fault

- **Foul Condition**

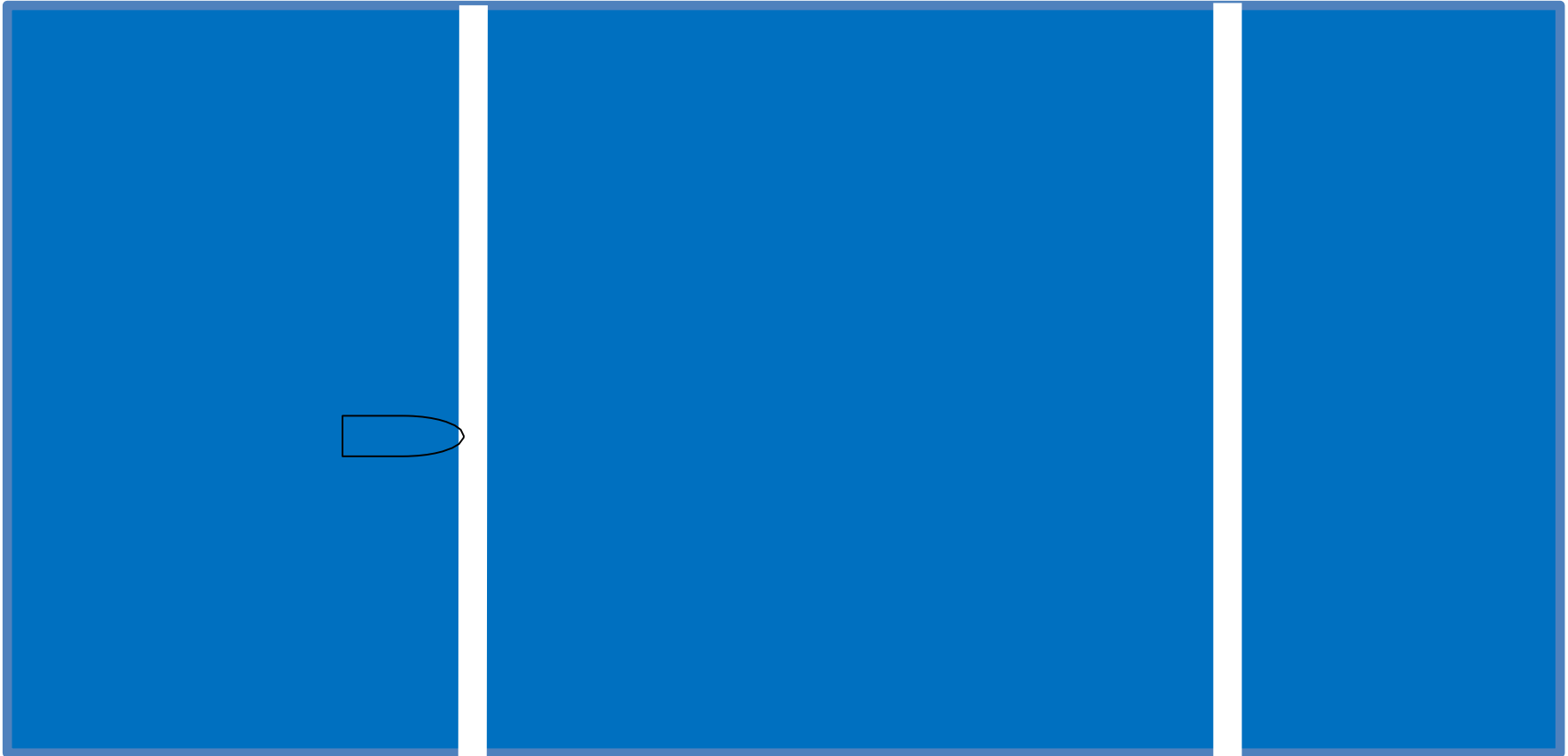
- The foremost part of the 10ft throw line will not be surpassed by any part of
 - the player's foot,
 - or any apparatus used by an athlete such as a wheelchair, crutches, cane, etc.

- **Procedure**

- The line Judge will call “Foot Fault”
- The Ref will step on to court and stop the ball in motion with their foot or hand (*if it is safe to do so*)
- The ball is declared dead and removed from court
- If the Ref cannot stop the ball, wait until it stops then declare it dead.
- If it disturbs the head
 - reset if able to do so
 - otherwise restart the frame



Foot Fault



Player plays more than allocated number of balls (Team)

- **Foul Condition**

- Plays right color BUT wrong number
- (allowed to play 1 in team of 4)

- **Procedure**

- The Referee stops the extra ball if safe to do so.
- Ball is declared dead and removed from the court
- **One of the teams will not play any ball in that frame**
- If the Ref cannot stop the ball and it disturbs “The Head”
 - the Referee will remove the ball played, and as best they can replace the Pallina and other balls to their original position in “The Head”
- If they can’t replace the head then the end is declared “DEAD”.



Incorrect Rotation of Play

Athlete plays when it is not their turn

- **Foul Condition**

- Wrong rotation of play **on INITIAL POINT**

- If the Player or team delivers the pallina and or first ball when it is not their turn

- **Procedure**

- The Referee starts the game over again from the same end of the court



Incorrect Rotation of Play

Athlete plays when it is not their turn

- **Foul Condition**

- Wrong rotation of play **after** the **INITIAL POINT** is established
- If the Player or team delivers a ball when it is not their turn.

- **Procedure**

- The Referee should stop the ball if safe to do so, Ball declared dead and removed from court.
- If the Referee cannot stop the ball and it disturbs “The Head”
 - the Ref will remove the ball played, and as best they can replace the Pallina and other balls to their original position in “The Head”
 - If they can’t replace the head then the end is declared “DEAD”.



Wrong Color Delivery

- **Foul Condition**

- When the ball is *replaceable*

- **Procedure**

- The Referee will allow the ball to come to rest, and then replace it with a ball of the correct color
- Place the “Wrongly” played ball back into the delivery box for the correct team to play it.
- Play in the frame continues



Timeout

- The official may grant a timeout whenever the circumstances appear to be valid
 - Bathroom
 - Medicine
 - When the officiating team need to discuss an issue that has arisen
- The timeout will be limited to **ten minutes or less** as predetermined by the Competition Management
- An athlete may ask for a timeout to look at bocce balls
 -



Accidental movement of a Ball or Pallina

- **In Divisioning** ... replace the Pallina to its “Spot”, and make a decision as to the placement of the Ball itself
- **In a game**... if a referee **accidentally** moves a pallina or Ball while measuring the rule is.....
 - **If more balls are still to be played** then the frame is declared dead and is replayed from same starting end
 - **If all 8 balls have been played** and official moves pallina or a ball, then **if scores are obvious to the referee** , (i.e. **no need for a measure**) the scores are awarded.
 - If the scores are **NOT** obvious (i.e. **a measure is necessary**) and the referee is **unsure** then the frame is declared dead and is restarted from same starting end



Illegal Movement of Balls

- **Illegal movement of a ball belonging to your own team —**
 - If a player moves one or more of his or her team's balls, the ball(s) are **removed from the court** and **considered dead** and play continues
- **Illegal movement of an opponent's ball —**
 - If, after **all eight balls have been thrown**, a player moves one or more of his/her opponent's balls, the opponent's balls that were moved will be awarded one point each
 - If a player moves one or more of his/her opponent's balls, and there are **remaining unplayed balls**, the referee will place the balls as close to their original position as possible and play will continue



Illegal Movement of Pallina

- If the pallina is moved by a player, the opposite team will be awarded as many points as the number of live balls that were “in contention” plus the number of balls yet unplayed. If the team fouled against has no balls “in contention” and no balls remaining, then the frame will be declared dead by the referee and started over at the same end.



Interference with a **ball in motion**

- By one's own team
 - When a player interferes with his/her team's ball in motion, the referee, as a result of witnessing the foul, must declare the ball being thrown dead
 - If possible and safe, the referee, will seek to stop the ball just delivered before it reaches the pallina and the other balls “in contention”, declare the just released ball to be a dead ball & remove it from the court
 - If the just released ball does come in contact with the pallina and/or other balls “in contention” and these balls are moved from their original position, then the referee will place the balls back as close to their original position as possible and play will continue
 - If they can't replace the head then the end is declared “DEAD”



Coaching from outside the court

- **Foul Condition**

- Discussion with any athlete and/or partner is prohibited during a game. **So no coaching is permitted from the sidelines.** That includes the player's/team's coach, family &/or spectators

- **Procedure**

- If an official determines that a coach/ partner/ spectator is violating this rule, the official may sanction the offending individual

- Sanctions may include: verbal warning, citing the coach/partner with unsportsmanlike conduct and even expulsion from the game/venue



Coaching from inside the court (team mate)

- **Foul Condition**

- A team mate will not be allowed to coach while on the court
- In doubles or team play (regular and/or unified sports), discussion amongst athletes is prohibited once the athlete steps onto the court

- **Procedure**

- The official will ask the team mate to stop
- The official may stop play and caution the team mate
- The official may call in the Head Coach



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



Ties at the end of a frame

- If at the end of a frame 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



Checking the Position of Points

- At any time during a game, one player from each team may proceed down the outside of the court before delivering his/her ball
- The player must remain outside of the court while checking the position of points

An athlete has thrown a ball **without being instructed to, during measuring etc.**

- If there was no flag indication, so an athlete has played before the referee indicated (said "red to play" etc.) and before a flag has been shown the athlete was playing "out of turn" /rotation. The Wrong Rotation Rule should apply i.e.
- When a player plays out of turn, Line Judge calls "**DEAD BALL-WRONG ROTATION**"...the ref should step in (**if safe**) and **stop the ball in motion**, declare it a dead ball and remove it, and the player plays one ball less in that frame

An athlete has thrown a ball **without being instructed** to during measuring etc. cont.

- If the Ref cannot stop the ball, and it disrupts the head, then the Ref and Flags person if they **remember** the **location** of Pallina and balls in the head, they shall **reset the head** as best they can
- If the Ref cannot stop the ball, and it **disrupts the head**, such that the Ref and Flags person are **unable to reset the head** ... The frame is **restarted** from the same end and by the team that had previously started

Protests

- Protests — Any protest to an official's decision, must be made by a Certified Head Coach of the Team effected within **30 minutes** of the completion of any game or the decision made by the official will be considered as accepted
- Protests will be acknowledged and judged by the Bocce Competition Protest Committee based on the merits of the situation arising & using the Special Olympics Bocce Sports Rules



Advanced Competition

- USA Games
- World Games
- International Games



QUIZ

- Click the link to take the quiz:

[Bocce Quiz](#)

