

Bocce & Bocce Skills

Revised 2025

Special Olympics
Iowa



Registration Entries



Entry forms are available online at www.soioawa.org

- Website: Competitions tab > click on Participation Forms > scroll to Summer Games
- Entry score for the athlete should be the three closest balls from three rounds added together

State Competition Entries

- Entries can be emailed to: registrations@soioawa.org
- After your entries have been put into GMS you will be sent a Delegation Report
 - Review the report and return to the State Office with any corrections

Bocce Skills



Bocce skills is designed for athletes that are just learning bocce or who are not ready for competition.

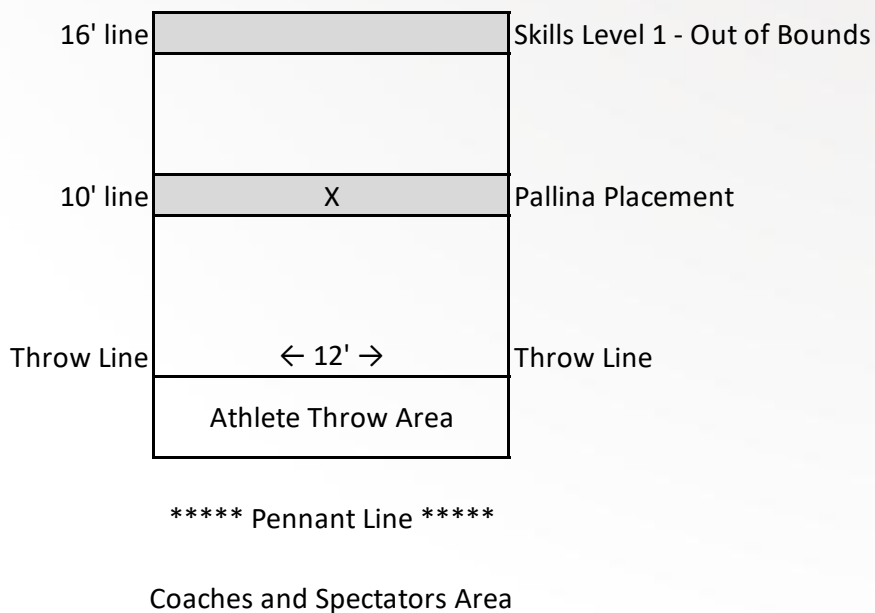
Athletes may enter in one of the following events:

- Skills Level 1 – 10 ft.
- Skills Level 2 – 20 ft.
- If an athlete signs up for bocce skills, they **may not** participate in team or singles
- Athletes may use a ramp
- Athletes will be in divisions that allow for the combining of consecutive age groups and/or gender to provide fair and equitable competition
- Each athlete will play three rounds of the modified game at the level they have selected
- Fill out entry form and put the score from your modified game level

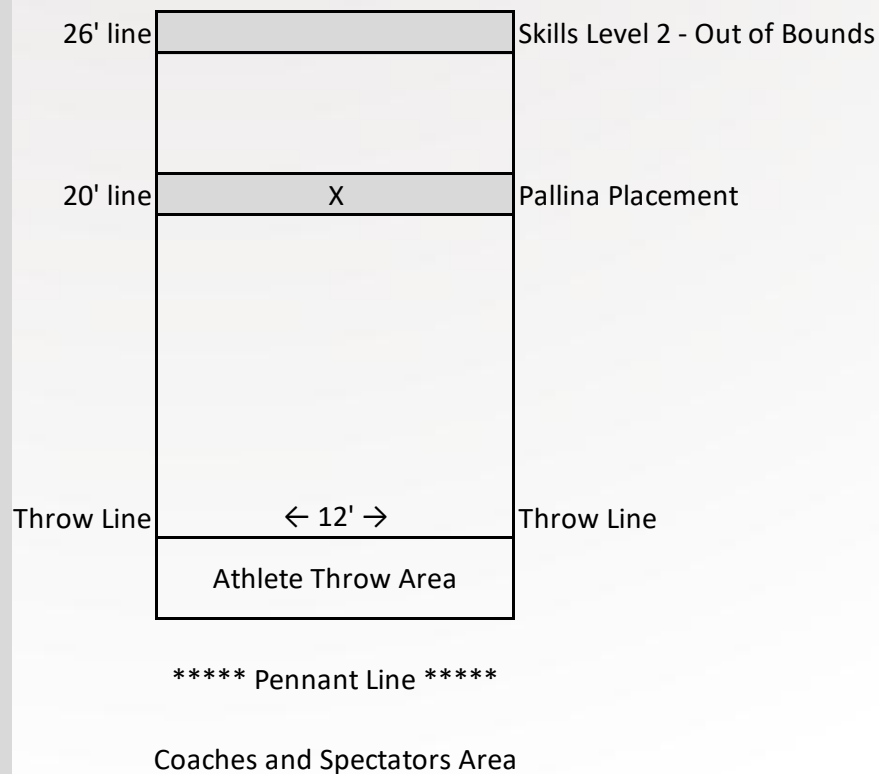
Bocce Skills Layout



BOCCE SKILLS LEVEL 1 - 10'



BOCCE SKILLS LEVEL 2 - 20'



Bocce Skills



How to Play a Modified Game

- Determine Level 1 or 2
- Place the pallina on the proper target line (center 10' or 20')
- Athlete delivers all eight bocce balls, one at a time
- If pallina moves from target line, continue rolling other balls
- After all balls have been delivered, measure the three closest balls to the pallina
- A bocce ball that stops completely outside the playing field will be considered a dead ball
 - If a dead ball(s) are the closest three balls to the pallina, a score of 600 cm will be given for each ball
- Record the score in centimeters
- Repeat for three rounds
- The three rounds are combined to give one total score

Bocce Skills Level 1 Modified Game



BOCCE SKILLS LEVEL 1 - 10'
(Modified Game)



Player Name _____

Measurements in centimeters

Distance	1st closest	2nd closest	3rd closest
10'			
10'			
10'			
Total all nine balls in centimeters			

Bocce Skills Level 2 Modified Game



BOCCE SKILLS LEVEL 2 - 20'
(Modified Game)



Player Name _____

Measurements in centimeters

Distance	1st closest	2nd closest	3rd closest
20'			
20'			
20'			
Total all nine balls in centimeters			

Bocce Singles & Team



Divisioning and Game

Age groups Junior 8 – 21 Senior 22 – 51+ Gender is mixed

- The oldest athlete on the team determines age group
- Prior to competition, divisions will be determined using the modified game score

Categories of competition

- Traditional four person (may have an individual using a ramp)
- Unified (two athletes and two unified sports partners)
- Ramp (all four individuals use a ramp)
- **Note: A three person team will be allowed to compete but limited to one ball per player**

Game

- Two games will be played for competition
- Singles – 12 points or 20 minutes
- Team – 16 points or 30 minutes

Bocce Singles & Team



How to Play a Modified Game

- Place the pallina at the center of the 30 foot
- Athlete will deliver all eight bocce balls, one at a time
- If pallina moves, **replace** to center spot before next ball is delivered
- After all balls have been delivered, measure (in centimeters) the three closest balls to the pallina
- Repeat with the pallina at the 40 foot and 50 foot
- Once you have all nine scores, combine into one score and put on the entry form
- Measurements are taken from the center side (belly) of the bocce ball to center side (belly) of the pallina

Bocce Singles & Team



BOCCE TEAM & SINGLES (Modified Game)



Player Name _____

Measurements in centimeters

Distance	1st closest	2nd closest	3rd closest
30'			
40'			
50'			
Total all nine balls in centimeters			

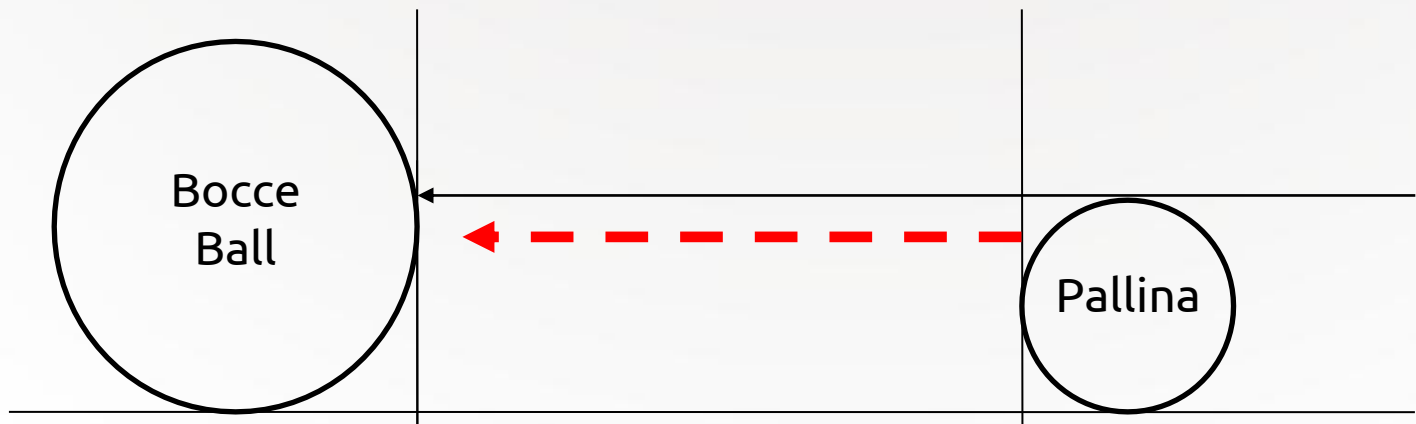
Bocce Measurement



Measurement (in centimeters)

Measure from center side (belly) of Bocce Ball to center side (belly) of the pallina

Remember that the number read should always be by the pallina



Bocce Equipment and Attire



- Balls - 4 Red, 4 Green & Pallina
- Flag/Paddle – Red & Green
- Visual Aid Bell or Cone
- Measuring Tape
- Coin
- All athletes and Unified Partners must wear closed toe shoes during competition
- Comfortable Clothes

Bocce Court

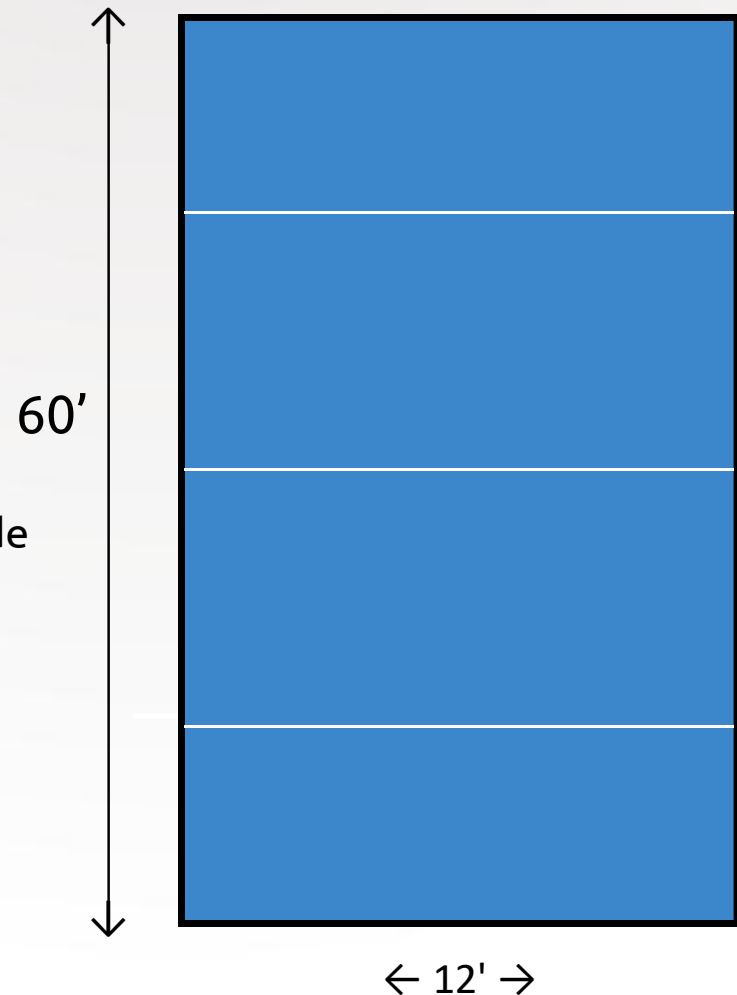


Bocce may be played on

- Astroturf
- Carpet
- Clay or Sand
- Grass

The playing surface is known as a **court**

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



Head Official



Position on Court

Stand parallel with pallina outside the court

Equipment

Rules

Stopwatch

Measuring tape

Coin

Visual Aids

Duties

Time the game

Call “next to play”

Make decisions on any issue of contention

Announce “number of balls in” at end of frame

Stop ball on its journey up the court following a foul, **if safe**

Remove “dead balls” following fouls

Place & remove “sighter” if needed

Record score on scorecard

Sign the scorecard at the end of the game

Assistant Official/Line Judge



Position on Court

Stand beside the 10 Foot line

Fouls

Watch Ball Delivery – release below waist

Watch the “Foot Fault”

Watch Player Rotation

Escorting Responsibilities

Escort the athletes to area where points are determined, then to other end to start the next frame

Other Duties

Repeat the head official’s call on “next to play” if needed

Keep track of time

Inform head official if an athlete needs visual aid

Assist athletes on/off court and/or pick up ball, if specified by the Venue Director

Reset the balls for next frame

Assistant Official/Flag Person



Position on Court

Stand in line with 30 foot (mid court line)

Equipment

Red & Green Flag/Paddle

Duties

Hold flag out so that it is visible to the athletes when head official calls the color of
“next to play”

Assist in measuring

Update the scoreboard after each frame

Reset the balls for next frame

Take scorecard to score table at end of game & get next scorecard

Official Hand Signals



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

- **Indicating who scored and how many points** (may hold up ball and finger(s) showing points)
- **Stop Play** (will hold up both hands in front and say “stop”)
- **Time Out** (will hold up both hands as T and say “time out”)
- **5 Minutes left to play**
- **End of Game** (will do a motion with arms cross & open)

Starting the Game



Check names of athletes

Have them step onto court for coin toss

- Winner of coin toss
 - Picks the color of ball
 - Gets pallina advantage
- Record start time, who won coin toss, and write color of ball beside each athlete name
- The object of Bocce is to roll your bocce balls closest to the target ball which is the pallina
- Delivery of ball should be underhand and delivered below the waist
 - If released above the waist a penalty will be called and the ball will be taken out of play (dead ball)



Placing the Pallina

The athlete with the pallina advantage will have **three** attempts at placing the pallina **beyond** the 30 foot mark and **before** the 50 foot mark on the opposite end

- If these three attempts are unsuccessful the opposing athlete will have **one** opportunity to place the pallina
- If this attempt is unsuccessful, the head official will **place** the pallina in the center of the court at the 40 foot mark
- **However, at no time does an athlete lose its earned pallina advantage of being able to deliver the first ball**

Score



- **The athlete to play the pallina and first ball is the athlete that won the coin toss or made point(s) in the last frame**
- 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**
- At the end of competition game, if both players agree with the result, they sign the scorecard
- Head official must sign to validate the scorecard

Bocce Scorecard



Bocce (Bocce.pub)

Dead Ball Scenarios



A Dead ball is a ball that will be removed from the court following a foul.

Situations where a Dead Ball will result:

- A Player commits a **Foot Fault** – steps on the 10' line
- A player commits a **Foul Throw** – release above waist
- A player commits a **Foul Throw** – the ball lands on the top of surrounds or out of court
- A Player plays **Out of Rotation** – Example, green plays when it should be have been red
- A Player plays **more** than their allotted number of balls
- In a dead ball situation the head official will step in (if safe) and stop the ball in motion
- If the head official cannot stop the ball and it disrupts the pallina and balls, the officials and flag person shall reset them as accurately as they can
- If the head official cannot stop the ball and it disrupts the pallina and balls and are unable to reset, then restart the frame from the same end

Fouls



Foot Fault

- The 10ft throw line may not be touched 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 official will step onto court and stop the ball in motion, if it is safe
- The ball is declared dead and removed from court
- If the official cannot stop the ball, wait until it stops then declare it dead
- If it disturbs the pallina and bocce balls, reset if able to do so. Otherwise, restart the frame



Fouls Cont.

Wrong color of ball delivered

- When the ball is *replaceable*

Procedure

- The head official 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 athlete to play it
- Play continues

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

- If there was no flag indication, an athlete has played before the head official indicated (said “red to play” etc.) and before a flag has been shown the athlete is 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 official 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

Fouls Cont.



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

- If there was no flag indication, an athlete has played before the head official indicated (said "red to play" etc.) and before a flag has been shown the athlete is 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 official 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
- If the official cannot stop the ball, and it disrupts the pallina and other balls, then the officials and flag person if they **remember** the **location** shall **reset** as best they can
- If the official cannot stop the ball, and it **disrupts the pallina and other balls**, such that the officials and flag person are **unable to reset**. The frame is **restarted** from the same end and by the team that had previously started

Timeout



The official may grant a timeout whenever the circumstance appears to be valid and will be limited to ten minutes or less as predetermined by the Venue Director

Clock will stop

- Bathroom
- Medical
- When the officiating team need to discuss an issue that has arisen

Clock doesn't stop

- An athlete may ask for a timeout to look at bocce balls
- At any time during a game, one player from each team may proceed down the outside of the court before delivering his/her ball, however the player must remain outside of the court while checking the position of points



Movement of Pallina

If a head official **accidentally** moves a pallina or ball while measuring

- **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 head official , (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 head official is **unsure** then the frame is declared dead and is restarted from same starting end

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 head official and started over at the same 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 head official will place the balls as close to their original position as possible and play will continue

Coaching



Athletes may talk to one another outside the court. Once an athlete steps onto the court of play, teammates may not coach each other.

Foul Condition

- Coach, family or other spectators may not coach from the sidelines

Procedure

- If an official determines that a coach or spectator is violating this rule, the official may sanction the offending individual with a verbal warning, citing the coach with unsportsmanlike conduct or even expulsion from the game/venue

Ties



During a 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.

- Team B rolls its ball toward the pallina, and the head official 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

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

Tie at the end of a game

- If at the end of the game the score is tied, play one more frame

QUIZ



Click the link here:

[Bocce & Bocce Skills Quiz](#)