

BOCCE

COVID-19 Rule Modifications

The Official Special Olympics Sports Rules shall govern all Special Olympics bocce competitions. As an international sports program, Special Olympics has developed these rules based upon Special Olympics, Inc. for bocce. Special Olympics, Inc. rules for bocce shall be employed. For more information, visit www.specialolympics.org

OFFICIAL EVENTS OFFERED

1. **Doubles (Two person Team)**
2. **Singles (One person Team)**
3. **Unified Sports® Bocce Doubles (two-person)**
4. **Virtual Events**
 - a. **BOSAT skills assessment**

VIRTUAL OPTION

BOSAT Skills Assessment

1. For those athletes who do not feel comfortable attending practice or scrimmages this is an option to still compete in bocce.
2. Athletes may use any equipment they have around the house
 - a. Such as tennis ball, softball, baseball, ping-pong ball, dog toy ball, even fruit/food, etc.
 - b. Use your judgement and remember to be careful when participating
3. Complete the BOSAT Skills Assessment as you normally would with the equipment you have at your house.
 - a. BOSAT skills assessment rules and score sheet are listed at the end of this document
4. Keep score and submit them to your coach or agency manager.
5. Feel free to take pictures of yourself participating and then turn them in with your scores.

SECTION A – RULES OF COMPETITION

Coaching: Once competition begins, coaches and spectators are not allowed to coach.

1. The Game
 - a. Equipment – Bocce is played with eight large balls and one smaller target or object ball called the pallina (jack, cue, beebie). There are four balls to a side or team, and they are generally made in two colors to distinguish the balls of one team from those of the opposing team. The large balls are also inscribed with distinctive lines to identify the balls of the players on the same team.
 - **COVID Modification: each team must have their own set of bocce balls that they are playing with.**
 - **No players shall share during the same game**
 - **Be sure to have each players ball(s) marked clearly to differentiate (example: different color stickers)**

- b. Pallina and Color – A coin toss by the referee will determine which team has the pallina and choice of ball color. In the absence of a referee, the two team captains will execute the coin toss. The coin toss should take place on the court.
 - **COVID Modification: There must be one designated coach/volunteer that will pick up the pallina and disinfect between rounds.**
- c. 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 the point is taken or they have exhausted their four balls. 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.
- d. Three-Attempt Rule – The team possessing the pallina will have three attempts at placing the pallina beyond the 30-foot (9.125m) mark and before the 10-foot (3.05m) mark on the opposite end. If these three attempts are unsuccessful, the opposing team will have one opportunity to successfully throw the pallina. If this attempt is unsuccessful, the referee will place the pallina in the center of the court width at the 15.24m (50') mark (opposite end of foul line). However, at no time does a team lose its earned pallina advantage of being able to deliver the first ball.
- e. 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 court, leaving only the pallina in the court. It is incumbent upon Team A to re-establish the initial point.
- f. 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 and 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 decreasing the opposing team's points. All ball delivery attempts must be in an underhand style and may be made with one or two hands. A player can grip the ball by placing his or her hand over or under the ball, as long as the ball delivery is in an underhand style. An underhand delivery is defined as releasing the ball below the waist. Balls traveling beyond the end court line or out of the boundaries of the court shall be considered out of play and may not count as points scored. If the pallina passes beyond the court line the frame shall be considered dead.
- g. Number of Balls Played by a Player
 - **COVID Modification:**
 - **One-Player Team: the player is allowed to toss/play all four balls**
 - **Two-Player Team: each player is allowed to toss/play two balls**
- h. Coaching
 - 1) No coaching from the sidelines from team members, coaches and/or spectators
 - 2) In team play (regular and/or unified), discussion with any athlete is prohibited once the athlete steps onto the court
- i. Scoring – At the end of each frame (when both teams have exhausted all balls), points 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. The captain or the coach may request a mechanical measurement. At the end of the frame when the referee has determined the “in” balls and has called out the number of points, and the player or team agrees with the number of points awarded, the player or team 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. Official Special Olympics Summer Sports Rules 409 states the referee will be responsible for the validity of the scoreboard and

scorecard. It is incumbent upon the team captain to verify the accuracy of the posted score at all times.

- ii. 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 for the pallina, and Team B rolls its ball for the pallina. The referee determines that they are both exactly 33cm (13”) away from the pallina. Team B must roll until it has a point closer than 33cm (13”) from the pallina. 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.

- k. Ties at the End of 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 delivered it. Play resumes from the end of the court from which the frame was last played.

I. Winning Score **COVID Modification**

1) **One-Player Team (four balls per player) = 12 points**

2) **Two-Player Team (two balls per player) = 12 points**

- 3) Games are played to **12** points. A time limit of **30** minutes per game is in effect at all competitions. All points are scored in the final frame. No new frame may be started after **25** minutes unless a tie exists. Tie games will be played out until one team is leading at the end of a frame. A forfeited game shall be scored as a **12 – 0** victory for the winning team.

m. Ties at the end of Tournament Play

- 1) If two or more teams are tied in the final place standings at the end of competition, ties will be broken by the following tie break procedure:

- i. Head to Head
- ii. Point Differential
- iii. Total Points Scored
- iv. Eight Point or 25-Minute Maximum Tie-Break Game

2. Player Designation

- a. Rotation of Players during a game – The players of any given team may elect to play their ball in any rotation provided the player 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.

3. Unified Sports Team **COVID Modification (2 player teams)**

- a. Each Unified Sports team event shall consist of **One** athlete and **One** partner.
- b. Each game shall commence with a coin toss. Either member of the team that wins the toss starts the game by throwing the pallina and the first ball. The second ball is thrown by either member of the opposing team. Play continues with an alternation of throws by partners and athletes until the game is won.

4. Substitutions

a. Rotation of the Players between games **COVID Modification**

- 1) Rotation of Players – Team rosters may have up to **four** athletes per team with **two** athletes playing per game. Player rotation (changing the team lineup) may take place between games and any **two** of the **four** athletes on the roster may be used for the line up for any games played.

b. Substitution During Game

- 1) Substitution of players during a game may only take place in the event of an emergency. In the event of a medical emergency, one player may be substituted during the process of a game. Emergency substitutions will only be made at the end of a frame; if this is not possible,

the frame will be considered dead. However, once the substitution has been made, the substitute must complete the game. All requests for a medical substitution must be made to the games management personnel for the competition prior to making the substitution.

2) Forfeiture – Teams with less than the prescribed number of players will forfeit the match.

SECTION B – DIVISIONING

1. All teams will play as coed open teams.
2. Teams will be divisioned according to a “Team Score” compiled in the Bocce Skills Assessment Test (BOSAT) prior to both district and state competitions, coaches’ input and scores of at least two games played versus other Special Olympics bocce teams.
3. The Bocce Skills Assessment Test (BOSAT) “Team Average” is determined by adding the team’s top four players’ scores and dividing that total by four.
4. Teams must play a minimum of two (documented) games against other Special Olympics teams prior to registration for district competition (unified teams must play unified teams). The team roster must remain the same for the two qualifying games, district competition and State competition. Teams that modify their rosters will forfeit all games. Qualifying games must be played against other teams with an Intent to Play form on file. One game must be played against a team from another Agency. Teams may be required to complete scrimmage forms if requested by the Regional office. **COVID**

Modification

- a. **Singles, Doubles and Unified doubles do not have to play 2 documented games against other Special Olympics teams prior to registration**
- b. **Bocce committee will use BOSAT scores to division for small group league play**
- c. **Bocce Committee will use scores from practice and inter-agency scrimmages from phase 1 for reference in phase 2**

SECTION C – THE COURT AND EQUIPMENT

1. Court
 - a. The court is an area 3.66m. (12’) wide by 18.29m (60’) long (See Court Diagram).
 - **COVID Modification: courts must be spaced out 6-10 feet apart from each other**
 - b. Court surface may be composed of stone, dust, dirt, clay, grass or artificial surface provided there are no permanent or temporary obstructions in the court that would interfere with the straight-line delivery of a ball from any direction. These obstructions do not include variations in grade or consistency of terrain.
 - c. Court markings may be painted, or may be composed of rope or other materials
2. Court Markings: All courts should be clearly marked for the following:
 - a. 3.05m. (10’) from end line; foul line for pointing and shooting
 - b. 9.145m (30’) center court line – 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 or the frame is considered dead
 - c. The 10-foot and 30-foot lines should be permanently drawn from sideline to sideline

BOCCE SKILLS ASSESSMENT TEST (BOSAT)

1. The BOSAT is designed specifically to measure the basic skills necessary to participate in the sport of bocce, i.e., the delivery of the ball, while focusing on a target, so the thrown ball comes to rest as close as possible to the target (pallina in the BOSAT).
2. All athletes to be entered in bocce competition must have completed the entire BOSAT (along with his or her team members) in order to be eligible for all bocce competition.
3. Caution: You should administer the BOSAT only after athletes have become familiar with the scoring area and procedures. In addition, administer the BOSAT shortly before your district entries are due. Hopefully, skills will have improved your training from pre-district competition opportunities.
4. Equipment:
 - a. Four official size (4.20" – 4.33") bocce balls – metal or wood
 - b. One pallina of similar material and size (1.875" – 2.5")
5. Set Up
 - a. An official 60 foot grass bocce court
 - b. For each trial, the pallina will be centered in the middle of the court at each of the distances listed (30, 40, then 50 feet measured from the end).
6. Test:
 - a. Each player being tested will stand behind the throwing line at the end opposite the placed pallina and will deliver four consecutive balls as close to the pallina as they can for each trial.
 - b. If a player's foot fouls while tossing a ball, the ball will be picked up and re-tossed by the player.
 - c. If the pallina is moved during the trial, it shall remain where it lands and shall not be replaced in its original position until after completion of the trial. Play shall continue unless the pallina is knocked passed the end court line in which case it shall be considered out of bounds and the trial shall be replayed.
 - d. The official shall measure and record in inches the total number of inches all four balls are from the pallina for each trial and shall record the closest three. The measurement will be from the center of the pallina to closest side of the ball.
7. Scoring
 - a. When all three trials are completed, take the best score from each of trials (30,40 and 50 feet) and add them together to get the cumulative score.
 - b. A team score (average) shall equal the total number of inches for the four best players (with the lowest scores) on the team, divided by four.
 - c. If a ball rolls past the end line during a trial, the score shall be the measurement in inches from where the pallina was placed, measured to the end line. For example, if measuring from the pallina placed at the 40 foot mark, it would be 20 feet or 240 inches to get to the end line. The following scores will be used:
pallina placement = inches to the end line
30 feet = 360 inches
40 feet = 240 inches
50 feet = 120 inches

BOCCE SKILLS ASSESSMENT TEST (BOSAT)

SCORE SHEET

Agency Number:

AgencyName: _____

TeamName: _____

TEAM MEMBERS	TRIALS (in inches)									*TOTAL OF 3 best scores from each trial (in inches)
	1 (30 feet)	2 (40 feet)	3 (50 feet)	4 (60 feet)	5 (70 feet)	6 (80 feet)	7 (90 feet)	8 (100 feet)	9 (110 feet)	
1										
2										
3										
4										
5										
6										

IMPORTANT:

BOSAT DOUBLES AVERAGE When all three trials are completed, each of the best three scores from each trial shall be added together into one cumulative score.

The sum of the **two** lowest (best) athlete totals for all of the three trials = _____divided by **2** =
[PLEASE RECORD ALL TRIALS IN INCHES.]

- The BOSAT team average will be used along with inter-agency scrimmages scores to division bocce teams for competitions.
- A copy of your BOSAT must be forwarded with your bocce registration materials.
- Transfer this total to registrations. If you have more than one team, rank your teams, with the best team having 1 the next 2 and so forth.

