

***Special
Olympics***
Hawai'i



Bocce



Sport Information Guide

Rules and Guidelines

Summer 2016

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SOHI BOCCE RULES AND REGULATIONS

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Rule Changes or Additions from 2014 and 2015:

Section A.3 – All Head Coaches and Assistant Coaches must complete NFHS or CDC Concussion Training. **Section A.4** - All Unified Teams must have a Head Coach who has completed the Unified Sports Training. **Section J.5.b.1** – Clarifies that Any assistive device or apparatus used by the player, including a wheelchair, crutches, cane, or any aid to deliver the bocce ball, such as a ramp, must not go over the foul line. **Section J.8.b and c** - Once a player has stepped on the court the opposing team must stop all conversation with that player and once the player stakes a stance to deliver all conversation must stop with their teammate. **Sections K.2** – The length of the court and foul lines have been extended in Short Court Bocce. Foul Lines are now 10 feet from the end of the court (instead of 5 feet) making the length of the court 40 feet.

Any changes to the rules from the previous year are in **Bold** text.

For more information please go to www.specialolympicshawaii.org or e-mail sports@specialolympicshawaii.org.

SOHI BOCCE RULES AND REGULATIONS

These Official Special Olympics Hawaii (SOHI) Bocce rules are based on the International Bocce Association Official Rules and Regulations for Competitive Bocce and Special Olympics Inc. Bocce Rules and shall govern all SOHI Bocce competitions.

SECTION A - GENERAL RULES

1. Each Special Olympics Athlete is required to have a valid Medical form (Application for Participation) filled out by a certified physician, and a signed Release form in order to participate. Each Unified Partner must fill out a Unified Sports® partner release form, a Volunteer Information form, and meet Class "A" Volunteer criteria in order to participate. Athletes or Partners without the appropriate forms are ineligible to participate. These forms must be on file with their Area Director and with the State Office.
2. All Coaches and Assistant Coaches must fill out a Volunteer Information Form and meet Class "A" Volunteer criteria in order to participate.
3. **All Head Coaches and Asst. Coaches must complete NFHS or CDC Concussion Training.**
4. Each team must have a Head Coach with current SOHI certification in Bocce by to participate in the Holiday Classic. **Additionally, all Unified Teams must have a Head Coach who has completed the Unified Sports Training.**
5. Athletes and Unified Partners must participate in a training program run by a registered delegation. Athletes and Unified Partners must comply with Delegation, Area, and State training policies and standards and must meet minimum attendance requirements set by the Delegation or Area to participate in Area, Regional, or State competition.
6. All Bocce teams are required to compete in their specified Area or Regional tournament to qualify for participation in the state tournament. Only athletes and Unified Partners who played in the specified qualifying tournament can play at the Aukake Classic.
7. No Make-up games will be allowed to qualify athletes who missed Area or Regional competition.

SECTION B – IMPORTANT DATES – BOCCE

Event	Date/Deadline
Official Training May Begin	June 6
Official Training Must Begin for Delegations/ Teams	By June 18
All Athletes must begin training/ All Medicals due/ Last day to transfer delegations	By June 21
Bocce Coaches Clinic	June 18
Registration Deadlines for Area or Regional Competition	Check with Area Director/ HoD
Area or Regional Competitions	July 2 – July 30
Aukake Classic	August 6-7

SECTION C – SPECIAL OLYMPICS HAWAII TRAINING POLICY

1. Delegations must offer enough training sessions so that athletes have the opportunity to gain the skills and fitness levels required to be successful in their specific events.
2. Athletes must attend enough training sessions to gain the skills and fitness levels required to be successful in their specific events.

3. SOHI recommends that every athlete is offered at least two training opportunities per week with every training opportunity being at least 1 – 1 ½ hours in duration (Per the Global Strategic Plan). However, SOHI will accept a minimum of one training session a week for at least 90 minutes.
4. Area and Regional Competitions, scrimmages, and mini-meets DO count as training sessions.
5. SOHI requires that Athletes/ Unified Partners attend a minimum of 75% of training sessions offered by their delegation. Delegations may require a higher attendance percentage, but may not require athletes/Unified Partners to attend more than 90% of training sessions.
6. Athletes with documented injury or illness during a season may receive an exemption from the above policy, but must participate in a minimum of 50% of practices during the season and must have the requisite skills, and be physically capable (strength, fitness, injury/sickness fully healed with doctor's clearance) of successfully participating in the sport as determined by their Head Coach.

SECTION D - OFFICIAL EVENTS

- | | |
|--------------------------------------|-----------------------------------|
| 1. Bocce Doubles | (2 Athletes) |
| 2. Unified Bocce Doubles | (1 Athlete and 1 Unified Partner) |
| 3. Short Court Bocce Singles | (1 Athlete) |
| 4. Short Court Unified Bocce Doubles | (1 Athlete and 1 Unified Partner) |

Note 1: Short Court events are designed for athletes that cannot successfully compete on a standard size court with standard weight Bocce balls due to physical limitations or for any athletes using ramps or other assistive devices to roll a Bocce ball. Additional assistance will be allowed in Short Court events between coach and athlete and between athletes and partners. Athletes who can roll a standard bocce ball the length of a standard court (60 feet) must enter Traditional or Unified Bocce Doubles.

Note 2: Bocce Doubles and Short Court Bocce Singles will be held on the Saturday of the Holiday Classic. Unified Bocce Doubles and Short Court Unified Bocce Doubles will be held on Sunday of the Holiday Classic. Athletes may not enter both a regulation event and a Short Court event.

SECTION E - DIVISIONS

1. Teams are divisioned based on the Skills Assessment Score of the best score of either player on the team. Teammates should be paired with other teammates of similar ability level in both Traditional and Unified competition. Teams may also be divisioned according to age or gender groups if there are enough teams within more than one age category.
2. Any athlete using a ramp or other assistive device to roll a Bocce Ball must be registered for Short Court events. Any athletes unable to roll a standard weight Bocce Ball the length of a standard size Bocce court should be registered in Short Court events.
3. The oldest member of a Doubles or Unified Doubles team generally determines the age division of the team. It is suggested that delegations form teams that are age appropriate.

SECTION F - COACHES AND THEIR RESPONSIBILITIES

1. Coaches are responsible for knowing and understanding the rules of the game.
2. Coaches must stand within the designated coaches' area during competition. No spectators will be allowed in this section except the coaching staff.

- a) Discussion with any athlete and/or partner is prohibited once the athlete and/or partner steps onto the court.
- b) If an official determines that a coach/partner/spectator is violating this rule, the official, or Tournament Director, may sanction the offending individual. Sanctions may include: verbal warning, citing the coach/partner with unsportsmanlike conduct or expulsion from the game or tournament.
- c) If an athlete needs assistance during competition, the coach must receive prior approval from the tournament committee or referee before entering the playing area. Exceptions to this rule may be made for specific divisions or teams as necessary. Coaches should notify tournament officials if teams need extra assistance from their coach.

SECTION G - UNIFORMS

- 1. SOHI recommends a team shirt or a polo shirt and shorts.
- 2. Shoes/ Sneakers must be worn. Slippers/ flip flops are not allowed for safety reasons. Players will not be permitted to wear shoes that may damage or disrupt the court surface.
- 3. No uniforms, or attire, which are worn by athletes or coaches while competing or at Opening, closing, or awards ceremonies, may be emblazoned with commercial names or messages unless they are the normal modest commercial markings of the manufacturer.

SECTION H - EQUIPMENT

Bocce is played with 8 balls and 1 smaller target ball called the pallina. There are 4 balls to a team, made in 2 colors to distinguish the balls of one team from those of the opposing team. The Bocce balls may also be inscribed with distinctive lines to identify the balls of the players on the same team.

- 1. Bocce balls may be manufactured of wood or a composition material and must be of equal size. Official league and tournament ball sizes may be from 107mm (4.20") to 110mm (4.33") in diameter. The color of the balls is immaterial provided that the four balls of one team are clearly and visibly distinct from the four balls of the opposing team and the pallina.
- 2. The Pallina must not be larger than 63mm (2.5") or smaller than 48mm (1.875") and should be color visibly distinct from both bocce ball colors.
- 3. A measuring device may be any device that has the capacity to accurately measure the distance between two objects, and acceptable to tournament officials. For divisioning purposes a retractable steel tape graduated in mm should be used.
- 4. Ramps or other assistive devices may be used in Short Court events. Any assistive device which "launches" a bocce ball, as opposed to using the gravitational force of a ramp, must be pre-approved by SOHI (e-mail video and description to sports@specialolympicshawaii.org) prior to use in Area competition. All assistive devices must be able to be used within a reasonable time limit so their use does not interrupt the flow of the game.

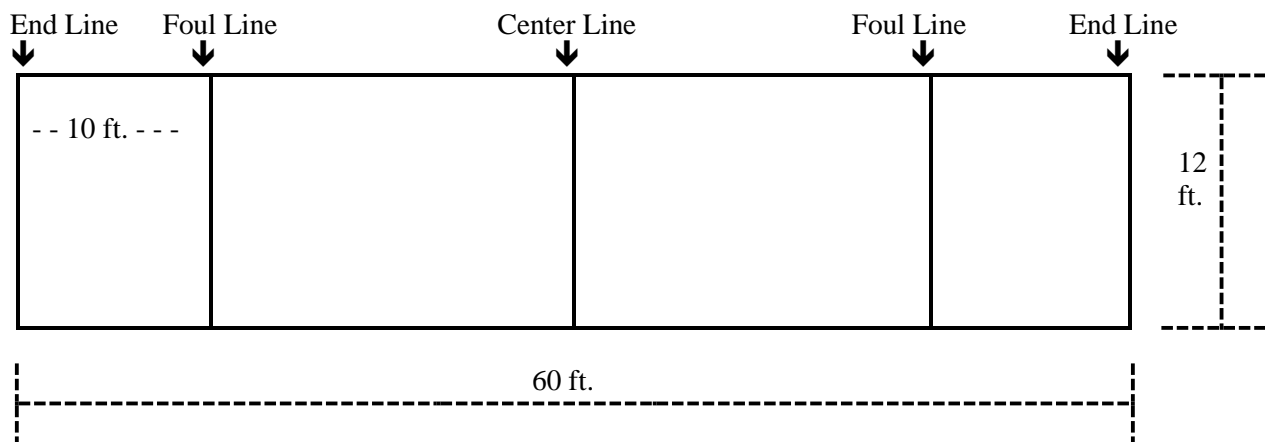
SECTION I – THE COURT

The court is an area 60 ft. long by 12 ft. wide. The perimeter of the court should be marked with vinyl lines, rope, chalk, or water-based field lining paint. Lines should be approx. 2 inches in width. The court should be located on a flat surface, preferably on a low-cut grass surface. The grass must be low enough so that all balls are easily visible.

A chalked or painted line signifies the Center line on the court. The center line is marked 30 feet from either end. Chalked or painted lines signify the foul lines at both ends of the court. The foul lines are marked 10 feet from each end.

The Pallina must be thrown past the Center Line to begin a frame. (See competition rules.)

PLEASE NOTE: Players stand inside the court during competition. The players must stand behind the Foul Line and in front of the End line when delivering the pallina or Bocce balls.



SECTION J – RULES OF COMPETITION

1. The Game

- a. **Pallina & Color** – A coin toss by the referee will determine which team has the pallina and choice of ball color.
- b. **Sequence of Play** – The pallina is rolled or tossed by either member of the team having won the coin toss to start the game. The player tossing the pallina must deliver the first bocce 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.
- c. **Three Attempt Rule** – The team possessing the pallina will have three attempts at placing the pallina within the acceptable playing area. The acceptable playing area is defined as within the boundaries of the court and on or past the Center Line **and on or before the opposite foul line**. If these three attempts are unsuccessful, the opposing team will have one opportunity to place the pallina. If this attempt is unsuccessful, the referee will place the pallina in the center of the court width at the 50’ mark. However, at no time does a team lose its earned pallina advantage of being able to deliver the first ball.

- d. **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 roll off of the court, leaving only the pallina in the court. It is incumbent upon Team A to re-establish the initial point.
- e. **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 decreasing the opposing team’s points. A player can grip the ball by placing his or her hand over or under the ball as long as the ball delivery is of an underhand style. An underhand delivery is defined as releasing the ball below the waist. The ball must land before the Center Line. Each player on a doubles team must roll two Bocce balls in each frame. They can roll the balls in any order within the team.
- f. **Balls and Pallina leaving the court or touching the line**
- 1) All balls rolled or hit out of the lined court are considered to be a dead ball and are not eligible for points. Any ball touching any part of the line or rope is a live ball.
 - 2) If the pallina is knocked outside the lined/roped court, the referee will place the pallina as close as possible to its original position.
- g. **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. Any player may request a mechanical measurement. At the end of a frame when the referee has determined the points, they must call out the number of points and to which team they are awarded. When both teams agree, the players then proceed to remove the balls and move to the other end of the court 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 scoreboard and scorecard. It is incumbent upon the team captain to verify the accuracy of the posted score at all times.
- h. **Measuring** – Measurements will be taken from the center side of the bocce ball to the center side of the pallina.
- i. **Ties During Frame** – In the event that two opposing balls are equal distance 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, and Team B rolls its ball towards 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.
- j. **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 that delivered it.
- j. **Winning Score** - In SOHI tournament play; games will be played to 12 points and/or with a time limit, as determined by the tournament committee. Games will continue until one team has 12 points, or the time limit has been reached. Tournament rules will determine the time

limits for each game. If the time limit has been reached teams will finish the current frame. If the score is tied, one additional frame will be played to determine the winner.

- k. **Scorecard** – It is the responsibility of each team captain or coach to sign the scorecard after each match. The signature will indicate the indisputability of the final score. Any captain disagreeing with the score or its validity should not sign scorecards for games in which protests will be filed. Protests must be written and given to the Tournament Director.

2. Player Designation

- a. **Captain** – On a team, the captain must be designated and made known to the officials before play begins. The captain may not be changed during the course of the game, but may be changed during the course of a tournament or league. The tournament or league officials must be notified of the change prior to any subsequent games.
- b. **Rotation of Players** – 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 two balls per frame.

3. Alternates

- a. **Official Notification** - Officials must be notified of the use of alternates at team check-in or at the coaches meeting. Failure to report an alternate will result in team forfeiture. Alternates must be listed on the delegation registration form. Whenever an alternate is used the team may only be allowed to play for a participation ribbon, unless the competition committee can ensure that the team will be placed in an appropriate division. Athletes from the same delegation but from two different teams may combine to form one team if they are both missing their teammate.
- b. **During a game or tournament** – If a substitute is needed after the team begins their first game of the tournament the team may continue to play, but will forfeit all games and be eligible for participation ribbons only. The substitute may not be a player actively participating in the tournament on another team.
- c. **Forfeiture** - Teams with less than 2 players and no alternates will forfeit the match.
- d. **Combining Teams** – If two teams from the same delegation are missing players those teams may combine to form one team. This team may only be allowed to play for a participation ribbon, unless the competition committee can ensure that they will be placed in an appropriate division.

4. Time-Outs, Delays-of-Game, and Checking Position of Points

- a. **Time-Out** – The official may grant a time-out whenever the circumstances explained appear to be of sufficient validity to do so. The time-out will be limited to ten minutes or less as predetermined by the Competition Director.
- b. **Intentional Delay of Game** – If, in the opinion of the official, the game is intentionally delayed without sufficient or valid reason, the official must give a warning. If play is not resumed immediately, the delaying team will forfeit the match.
- c. **Delays Caused by Weather or Other Unforeseen Reason** – In such delays, the ruling of the Tournament Committee will be decisive and final.

- d. **Checking Position of Points** – One player from each team may proceed down the outside of the court before delivering his/her ball and the player must remain outside of the court while checking the position of points.

5. Fouls and Penalties

a. Enforcement of Penalties

- 1) **Determination** – Immediately upon determination by the official that a foul has been committed, the official will notify the captains of both teams and inform them of the penalty imposed. The team fouled against has the option to decline any penalty imposed by the official and accept the lie of the ball(s) and continues playing. The ruling of the official is final, except as otherwise provided under the following conditions.
- 2) **Conditions Not Covered** – For conditions not specifically covered in the Special Olympics Hawaii Rules, the Tournament Director's ruling shall be decisive and final.
- 3) **Protests** – Any protest to an official's or Tournament Director's decision must be made by a Coach within 15 minutes after the completion of any game. The coach must notify officials immediately after the game, and before the start of the next game in their division, of their intent to file a protest or the decision of the officials will be considered as accepted.
- 4) **Protest to Forfeiture** – If a team must forfeit a match as a result of not being present for a scheduled match, or as a result of violations listed below, no official protest will be acknowledged.

b. Specific Fouls

- 1) **Foul-line Fouls** – When a player is delivering the ball, a player can step on but not over the ten ft. foul-line with any part of the foot. **Any assistive device or apparatus used by the player, including a wheelchair, crutches, cane, or any aid to deliver the bocce ball, such as a ramp, must not go over the foul line.** If the foot, or assistive device, goes over the foul line it is a foul. This rule also applies to Short Court Bocce.
- 2) **The official must call all observed fouls.** The penalty for a player committing the foul will be to declare the specific 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", remove the just released ball from the court and declare the just released ball to be a dead ball. If the ball comes in contact with the other balls on the court or the pallina 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.
- 3) **Player rolling more than their allotted balls** - When a player on a doubles team rolls an extra ball (a third), during a frame, the ball in question is declared dead. The penalty for a player committing the foul will be to declare the specific 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", remove the just released ball from the court and declare the just released ball to be a dead ball. If the ball comes in contact with the other balls on the court or the pallina 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. The remaining player will only roll one ball.
- 4) **Ball Delivery Fouls** – The delivery of a Bocce ball must be underhanded. A player can grip the ball by placing his or her hand over or under the ball. As long as the ball delivery is

of an underhand style. An underhand delivery is defined as releasing the ball below the waist. The ball must land before the Center Line. If the delivery is not underhanded or if the Bocce ball lands beyond the Center Line the penalty for a player committing the foul will be to declare the specific ball being thrown dead. The referee will wait until the just released ball comes to a complete stop and then remove the just released ball from the court. If the ball comes in contact with the other balls on the court or the pallina 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.

- 4) **Illegal Movement of a Ball Belonging to Your Own Team** – If a player moves one or more of his/her team's balls, the ball(s) are removed from the court and considered dead and play continues.
- 4) **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 and play continues. If a player moves one or more of his or her opponent's balls, and there are remaining un-played balls, the referee will place the balls as close to their original position and play will continue.
- 5) **Illegal Movement of the Pallina by a Player** – 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 by the fouled against team. 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.

c. Accidental or Premature Movement of a Ball or Pallina During Play by Referee

- 1) **Accidental Movement of a Ball or Pallina During Play (when more balls are yet to be played)** - If a referee, either in the course of measuring or otherwise moves a ball "in contention" or the pallina and the replacement of the moved pallina or balls is obvious, the referee should place the balls back in their original position and resume the game. If it is unclear where the original position of the pallina or balls was the frame is considered dead and started over at the same end.
- 2) **Accidental or Premature Movement of a Ball or Pallina by a Referee After All Balls are Played** – If the point or points were obvious to the referee, they will be awarded. All uncertain points will not be awarded and the frame is considered dead and started over at the same end.

d. Interference with a Ball in Motion

- 1) **By One's Own Team** – If a player interferes with his/her team's ball in motion, the referee as a result of witnessing the foul must declare the specific ball being thrown dead. The referee will wait until the just released ball comes to a complete stop and then remove the just released ball from the court. If the ball comes in contact with the other balls on the court or the pallina 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.
- 2) **By Opponent's Team** – If a player interferes with an opponent's ball in motion, the team fouled against has one of the following options:
 - a) Playing the ball over.

- b) Declaring the frame dead.
 - c) Declining the penalty, accept the lie of the touched ball, and continue playing.
- 3) **With No Disruption of Position** – If a spectator, animal, or object interferes with a ball in motion and that ball does not touch another ball already in play, it must be played over by the same player.
 - 4) **With Disruption of Position** – If a spectator, animal, or object interferes with a ball in motion and that ball touches another ball already in play and “in contention”, the frame is dead.
 - 5) **Other Disruption of Play** – Any action which interferes with the position of the pallina or the ball of each team closest to the pallina renders the frame dead. In the event balls other than the pallina or the two opposing ball closest to it are moved, they may be replaced as close as possible to their original position by the two captains or referee. Such disruptive action may be the result of a dead ball from another court, foreign objects, spectators, or animals entering the court and changing the position of the ball(s) in play.

e. Wrong Color Delivery

- 1) **Replaceable** – If a player delivers a wrong color ball, the ball may not be stopped by another player or the referee. The ball must be allowed to come to rest and replaced with the proper ball by the referee.
- 2) **Not Replaceable** – If a player delivers a wrong color ball which cannot be replaced without disturbing another ball already in play, the frame is declared dead and replayed from the same end.
- 3) **Unidentifiable** – If a player delivers a wrong color ball which cannot be identified by the referee as a result of hitting or scattering of balls, the frame will be considered dead and no points awarded.

f. Wrong Rotation of Play

- 1) **Initial Roll** – If a team wrongly delivers the pallina and its first ball, the referee will return both pallina and ball which were played out of rotation. The referee will then ask the other team to deliver the pallina and first ball when restarting the frame from the same end.
- 2) **Subsequent Rolls of Proper Color in Improper Sequence** – If a player delivers his/her ball when his/her team is “in” and the other team still has balls left, the ball in question should, if possible and safe, be stopped by the referee before it reaches the balls “in contention”, be declared a dead ball and removed from the court. If the referee cannot stop the ball before it reaches the “balls in contention”, the referee should replace the pallina and nearest balls to where they were before the out of rotation delivery took place.

g. Moving Objects

- 2) No player may play his ball until a pallina or another ball has come to a complete rest. If a ball is thrown while another is in motion, the thrown ball will be forfeited.

6. Officials

a. Position of the official

If 1 referee: The referee stands on the side of the court parallel to the pallina.

If 2 referees: One referee stands at the foul line and is responsible to call the foul line penalties. The 2nd referee stands on the side of the court parallel to the pallina and is responsible for calling out of bound balls, which ball is "in", and scoring.

b. Objections

- 1) **Objections to Officials** – Each team has the right to object to a designated official for any reason prior to the start of a game. This objection will be considered and decided upon by the Tournament Director.
- 2) **Participant Officials** – No member of a team or registered substitute of a team will be allowed to assist in officiating a game in which that team is also playing.

c. Substitute Officials

- 1) **During a Game** – Substitutions of officials may occur during a game only with the permission of the Tournament Director and both team captains.
- 2) **Additional Officials** – Additional officials may be assigned to any games during the course of play provided permission is granted by the Tournament Director.
- 3) **Team Requests** – Officials may be changed during the course of a game if either team presents sufficient cause to the Tournament Director.
- 4) **Official's Uniform** – The officials shall be clearly distinguishable from players.

d. Officials' Code of Ethics – A referee will:

- 1) Have a thorough knowledge of the rules.
- 2) Be fair and unbiased in their decisions, rendering them without regard to the score.
- 3) Be firm, courteous, positive, dignified, friendly, companionable, calm, and alert.
- 4) Be prepared, both physically and mentally, to administer the game.
- 5) Not give information which would benefit or give advantage to one team over another.

7. Other Circumstances

- a. **Broken Ball** - If during the course of a frame a ball or pallina should break, the frame will be considered dead. Replacement of ball or pallina will be the responsibility of the Tournament Director.

b. Court Grooming

- 1) **Prior to Play** – All courts must be groomed to the satisfaction of the Tournament Director before the start of each game.
- 2) **Court Grooming During Play** – Courts may not be regroomed during the course of the games. Obstacles or objects such as stones, cups, etc. may be removed during the course of a game.

- 3) **Unusual Court Conditions** – If in the opinion of the Tournament Director, the court conditions are such that play is impractical, the game can be stopped and resumed on another court or at another designated time.

8. Player Behavior

- a. **Unsportsmanlike Conduct** – Players shall act in a sportsmanlike manner at all times. Any act which is deemed as poor sportsmanship such as insulting language, gestures, actions, or words which cause ill-will, if flagrant, may result in a warning, forfeiture of the current game, or disqualification of the tournament.
- b. **Once a player has stepped on the court members of the opposing team must stop all conversation with that player.**
- c. **Once a player has taken their stance to deliver the bocce ball or pallina their teammate must stop all conversation with that player.**

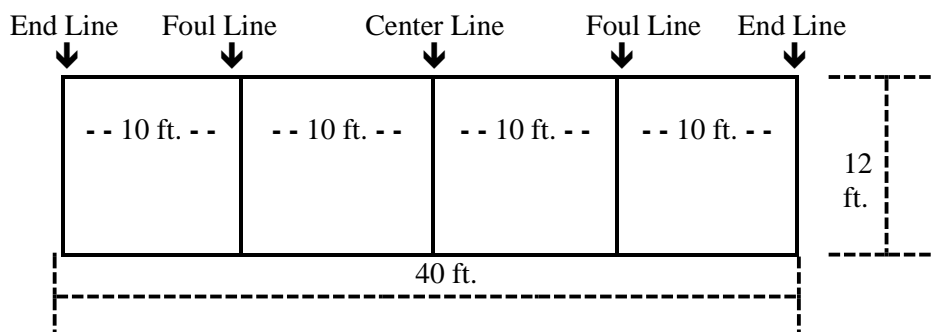
9. Modifications

- a. **Modifications/Interpretations based on physical disabilities** – The Event Manager/Tournament Director shall have the discretion to allow for certain modifications/interpretations of the current technical rules based upon a physical disability characteristic. Such interpretation shall be requested and ruled on prior to the athlete's participation in a competition and shall not give advantage over another athlete or team. Modifications may include:
 - 1) Allowances for exceptions to the delivery
 - 2) Using a type of marker or bell to help a visually impaired player locate the pallina

SECTION K – SHORT COURT BOCCE

Short Court Bocce has been developed for the Bocce athlete that cannot successfully compete on a standard size court with standard weight Bocce balls due to physical limitations or any athlete using a ramp or other assistive device to roll a bocce ball. Athletes who can roll a standard bocce ball the length of a standard court (60 feet) must enter Traditional or Unified Bocce Doubles.

1. Events
 - a. Short Court Singles
 - b. Short Court Unified Doubles
2. **The Court** – The short court is a little more than half the length of the standard court. **It is 40 feet** by 12 feet. The Center line is marked at 20 feet from either end. **The foul lines are now marked at 10 feet from either end.** (This allows assistive devices to fit between the end and foul lines.)



3. **Bocce balls and pallina** – The Bocce balls for Short Court Bocce balls are manufactured of molded plastic (lighter than the standard ball). The Short Court ball sizes will be no larger than 100mm. The color of the balls is immaterial provided that the four balls of one team are clearly and visibly distinct from the four balls of the opposing team and the pallina. The pallina will be the same size as standard play.
4. **Rule Modifications** – The distances of the court, center line, and size and weight of the Bocce balls are modified. Coaches and/or Unified Partners will be allowed to give additional assistance to athletes in moving on and off the court, moving to the opposing end of the court, and in picking up bocce balls and moving them to the end of the court. All other rules of the game are intact. **Players are required to move to the opposite side of the court from frame to frame.**
5. **Foul-line Fouls** – When a player is delivering the ball, a player can step on but not over the ten ft. foul-line with any part of the foot. **Any assistive device or apparatus used by the player, including a wheelchair, crutches, cane, or any aid to deliver the bocce ball, such as a ramp, must not go over the foul line.** If the foot, or assistive device, goes over the foul line it is a foul.
6. **Eligibility** – Short Court Bocce is designed only for athletes unable to roll a standard Bocce ball the length of a standard court (60 feet) or for athletes using ramps or other assistive devices.

SECTION L – DEFINITION OF PLAYING TERMS

Pallina - the smaller playing ball which serves as the target during the game. It is sometimes called the target ball, cue ball, jack, beebee, etc.

Bocce balls - the larger playing balls used to score points.

Live ball - any ball in play (on the court) that has been delivered, including any ball touching the lined/roped boundary of the court.

Dead Ball - any ball that has been disqualified or forfeited. A ball may be disqualified if:

- 1) It is the result of a foul or penalty.
- 2) It has gone out of the court.
- 3) It has come in contact with a person or object which is out of the court.

Ball Delivery – the term used to describe the roll or toss of the Bocce balls and pallina. Must be underhanded.

Hitting - sometimes known as shooting. A delivery which is thrown with sufficient velocity that it would go off the court if it missed the target.

Pointing - a ball delivered to obtain a point close to the pallina.

Frame - the period in the game in which balls are played from one side of the court to the other and points are awarded. Games will consist of multiple frames.

Foul - a rule infraction for which a penalty is prescribed.

In Team – the team whose ball is closest to the pallina. The “In” team steps aside to allow the opponent to deliver.

Out team - the team designated to deliver because their ball is not closest to the pallina.

“In Contention” – Bocce balls that an official would deem to be in play for scoring or measuring.

SECTION M - BOCCE SKILLS ASSESSMENT SCORES (FOR DIVISIONING)

To Determine the Team Skills Assessment Scores please follow these procedures:

Place the pallina in the center of the second half of the court (15 feet from both the Center Line and End Line). The athlete (or Unified Partner) rolls ten balls as close as they can toward the pallina.

Measure each throw in meters and centimeters from where the ball stopped to the pallina.

Measurements will be taken from the center side of the bocce ball to the center side of the pallina.

Remove each ball from the court after they are rolled. Add the measurements from all ten rolls and divide that number by 10. This number is the athlete's Skills Assessment Score. If the pallina is hit by a Bocce ball still measure the distance between the Bocce ball and the pallina. Replace the pallina to its original position before the next divisioning roll.

For Short Court Bocce place the pallina in the center of the second half of the court (7 ½ feet from both the Center Line and the End Line). Use the same directions as above.

Doubles Teams Assessment Scores are determined by taking the best score of either player's SAT score.

SECTION N - UNIFIED SPORTS® - BOCCE DOUBLES

Rules for Unified® Bocce Doubles are the same as Traditional Bocce Rules with the following additions.

1. Unified Sports® doubles teams shall consist of an equal number of Athletes and Partners. (1 Athlete and 1 Unified Partner). Every attempt should be made to keep all teammates as closely matched as possible. This will provide a more meaningful sports experience.
2. Bocce players on a Unified Sports® team may roll in any order. Each player rolls 2 balls in each frame.
3. All players on a Unified Sports team must make the commitment to attend every practice and game and are held to the same training and attendance standards. Teammates agree to support each other as equal teammates, and demonstrate respect and sportsmanship.
4. Each delegation shall have an adult non-playing coach responsible for the line-up and conduct of each team during competition. Unified teams should be organized under the guidance of a trained coach who understands and adopts the principles of Special Olympics and Unified Sports, and has knowledge of the rules, techniques, strategies and training regimens of Bocce.
5. All coaches and team members must know the General Principles of Unified Sports.
6. Principle of Meaningful Involvement – Every player must be given an opportunity to contribute to the success of his or her team through their unique skills and qualities. This means that every teammate: (a) demonstrates sufficient sport-specific skills and game understanding; (b) plays a valued role on the team that emphasizes his or her personal talents; and (c) has an opportunity to play without a heightened risk of injury.

Special Olympics Coaches Code of Conduct

Special Olympics is committed to the highest ideals of sport and expects all coaches to honor sport and Special Olympics. This is the SOI and SOHI Coaches Code of Conduct. Local Delegations and Area Programs may also have Codes of Conduct specific to their program with certain specifications not included below. All Special Olympics Coaches agree to observe the following code:

Respect for Others:

I will respect the rights, dignity and worth of athletes, coaches, officials, other volunteers, friends and spectators in Special Olympics.

I will treat everyone equally regardless of sex, ethnic origin, religion or ability.

I will be a positive role model for the athletes I coach.

Ensure a Positive Experience:

I will ensure that for each athlete I coach, the time spent with Special Olympics is a positive experience.

I will respect the talent, developmental stage and goals of each athlete.

I will ensure each athlete competes in events that challenge that athlete's potential and are appropriate to that athlete's ability.

I will be fair, considerate and honest with athletes and communicate with athletes using simple, clear language.

I will ensure that accurate scores are provided for entry of an athlete into any event.

I will instruct each athlete to perform to the best of the athlete's ability at all preliminary competition and finals competition in accordance with the Official Special Olympics Sports Rules.

Act Professionally and Take Responsibility for My Actions:

My language, manner, punctuality, preparation and presentation will demonstrate high standards.

I will display control, respect, dignity and professionalism to all involved in the sport (athletes, coaches, opponents, officials, administrators, parents, spectators, media, etc.).

I will encourage athletes to demonstrate the same qualities.

I will not drink alcohol, smoke or take illegal drugs while representing Special Olympics at training sessions, during competition, or at any Special Olympics event or function.

I will refrain from any form of personal abuse towards athletes and others, including verbal, physical and emotional abuse.

I will be alert to any form of abuse from other sources directed toward athletes in my care.

Quality Service to the Athletes

I will seek continual improvement through performance evaluation and ongoing coach education.

I will be knowledgeable about the Sports Rules and skills of the sport(s) I coach.

I will provide a planned training program.

I will keep copies of the medical, training and competition records for each athlete I coach.

I will follow the Special Olympics Hawaii and National Federation/Governing Body rules for my sport(s).

Health and Safety of Athletes

I will ensure that the equipment and facilities are safe to use.

I will ensure that the equipment, rules, training and environment are appropriate for the age and ability of the athletes.

I will review each athlete's medical form and be aware of any limitations on that athlete's participation noted on that form.

I will encourage athletes to seek medical advice when required.

I will maintain the same interest and support toward sick and injured athletes.

I will allow further participation in training and competition only when appropriate.

Violations of the Code of Conduct:

I understand that if I violate this Code of Conduct I will be subject to a range of consequences, up to and including being prohibited from coaching in Special Olympics.

Furthermore, I understand that I accept the responsibility for the behavior of the athletes under my supervision.

Should the behaviors and/or attitude of any coach or other faction of the member organization be contrary to the principles, goals, or philosophies of Special Olympics, then one or more of the following steps may be taken by the Games Committee, Sport Officials, or other representatives of Special Olympics Hawaii in an effort to alleviate the situation without further affecting Special Olympic athletes or the competition:

The coach may be notified of the undesirable behavior and requested to remedy the situation for continued participation, **and/or** the coach may be requested to withdraw personally, or as a team or organization, from the remainder of the event or tournament.

In the event of extreme or repeated behavior contrary to the best interests of Special Olympics, Special Olympics may:

Prevent the coach, team organization, or specific members of the delegation from participating in any or all Special Olympics events for a specified period of time, **and/or** prevent the coach, team, organization, or specific members of the delegation from participating in Special Olympics indefinitely.

Special Olympics Athletes Code of Conduct

Special Olympics is committed to the highest ideals of sport and expects all athletes to honor sports and Special Olympics. This is the SOI Athletes Code of Conduct. Local Delegations and Area Programs may also have Codes of Conduct specific to their program with certain specifications not included below. All Special Olympics athletes agree to the following code

Sportsmanship

- I will practice good sportsmanship.
- I will act in ways that bring respect to me, my coaches, my team and Special Olympics.
- I will not use bad language.
- I will not swear or insult other persons.
- I will not fight with other athletes, coaches, volunteers or staff.

Training and Competition

- I will train regularly.
- I will learn and follow the rules of my sport.
- I will listen to my coaches and the officials and ask questions when I do not understand.
- I will always try my best during training, divisioning and competitions.
- I will compete to the best of my ability in all preliminary and final competition.

Responsibility for My Actions

- I will not make inappropriate or unwanted physical, verbal or sexual advances on others.
- I will not smoke in non-smoking areas.
- I will not drink alcohol or use illegal drugs at Special Olympics events.
- I will not take drugs for the purpose of improving my performance.
- I will obey all laws and Special Olympics rules, as well as the International Federation and National Federation/Governing Body rules for my sport(s).

I understand that if I do not obey this Code of Conduct, I will be subject to a range of consequences by my Area or State Program, up to and including not being allowed to participate.