



## **2023 Summer Sports – Bocce Highlighted Rules & Addendums**

The International Federation for Bocce is Special Olympics Inc. and therefore the Official Special Olympics Sports Rules for Bocce shall govern all Special Olympics competitions. Refer to Article 1, <http://media.specialolympics.org/resources/sports-essentials/general/Sports-RulesArticle-1.pdf>, for more information pertaining to Codes of Conduct, Training Standards, Medical and Safety Requirements, Divisioning, Awards, Criteria for Advancement to Higher Levels of Competition, and Unified Sports.

### **1. Equipment**

- Bocce requires 8 large balls (the Bocce Ball), and 1 smaller ball (the Pallina). The bocce balls are in 2 sets of 4 balls, each set having a different color (typically red and green). Tournament balls are 107mm to 110mm in size and weigh 2 to 2 ¼ pounds
- The tournament Pallina is between 48mm and 63mm and should be of a different color than the bocce balls (typically white)
- Measuring tape
- Scorecard
- Bocce court, cones, or some other method of marking out the court and foul lines

### **2. Starting the Game**

- Team winning the coin toss rolls the pallina and chooses the color of the ball they want to throw.
- Coin toss winning team will have three (3) attempts to place the pallina
- Pallina must roll past or touch the mid-line (30 feet) and not cross the foul line at the other end.
- If not successful, the opposing team will have one opportunity to place the pallina. If they are unsuccessful, the referee will place the pallina, in the center of the foul line opposite of where they are throwing on the court.

### **3. Game Play**

- The player rolling 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 nearest ball determines the sequence of play. The team whose ball is closest to the pallina is the "in" team and the opposing side is the "out" team. Whenever a team gets "in", it steps aside and allows the "out" team to roll a ball.
- Two-player team – each player is allowed to play two balls ONLY.
- Four-player team – each player is allowed to play one ball ONLY.

#### 4. Scoring

- After both teams have thrown all their balls, points will be counted as follows:
- The team with the closest ball to the pallina will win the frame. A team can score up to four (4) points per frame. Multiple points are awarded for each ball closer to the pallina than the closest ball of the opposing team (measure!!!).
- In the event of a tie during a frame, the last team to throw will continue to throw until they run out of balls or if the tie is broken. If there is a tie at the end of a frame, no points will be awarded.
- Ties at the End of a Frame: In the event that the two balls closest to the pallina belong to opposing teams and are tied, no points will be awarded. The pallina returns to the team which last delivered it. Play resumes from the end of the court from which the frame was last played.
- The scoring team will win the tossing of the pallina for the next frame.
- Game is - 12 points or Time Limit, whichever occurs first. Washington State will adhere to a 20 minute time limit for games. Listen for announcement from official.

#### 5. Definitions

- Live Ball – any ball that has been released from the player's hand and crosses the foul line from which they are throwing.
- Dead Ball – any ball that has been disqualified by:
  - Result from a penalty or going out of court.
  - Coming in contact with a person or object, which is out of the court.
- Other Information:
  - It is ok to hit the pallina.
  - It is ok to hit the opponent's ball.

#### 6. Substitutions:

- Substitution of players: Only one substitute may be allowed per team per game. Substitutes may take the place of any player on the team and may substitute for different players on the same team during different games.
- Limitations: Once a player has registered to substitute for one team during the tournament, he/she may not substitute for any other team during that tournament. Substitutes should have a Divisioning score equal to or higher than the person they are substituting.
- Substitution during game: Only in the event of medical or other verified emergencies may a player be substituted during 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.

#### 7. Modified Events and Exceptions

- Visually Impaired Athletes
- Coaches may use bells, clickers, or clapping for visually impaired athletes to determine where the pallina is positioned in the court.
- Ramps (Singles Only)
- Ramps and other assistance devices may be used; however, mechanical aids may not be used to propel the bocce ball or pallina.
- No part of the ramp may cross the foul line.
- Half Court
- The half court line (30ft) is now the back of the court. All other rules apply.