



Special Olympics

Oregon

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2010 Special Olympics Oregon Summer Regional Games Summer Sports Information Bocce

Medical forms and Unified Partner forms: Due in the Special Olympics Oregon office by April 7, 2010 at 5 p.m. (Originals only - faxes will not be accepted).

Competition dates and locations

- **Saturday, June 5, 2010 – Eugene**

Shasta Park
4656 Barger Dr.
Eugene, OR 97402

Registrations due in the Special Olympics Oregon office by May 19, 2010 at 5 p.m.

Participating local programs: Benton, Cottage Grove, Curry, Douglas, Eugene/Springfield, Harney, High Desert, Jackson, Jefferson, Josephine, Klamath, Lincoln, Linn, Marion, South Coast

- **Saturday, June 27, 2010 – Hillsboro**

Hillsboro Stadium
4450 NW 229th Ave
Hillsboro, OR 97124

Registrations due in the Special Olympics Oregon office by June 9, 2010 at 5 p.m.

Participating local programs: Baker, Clackamas, Clatsop, Columbia, Hermiston, Hood River, Milton-Freewater, Multnomah, Polk, Tillamook, Union, Wasco/Sherman, Washington, Yamhill

Rules

The official Special Olympics Oregon Sports Rules shall govern all Special Olympics Oregon bocce competitions – see pages 5-10 of this packet. These rules are based upon the Special Olympics, Inc rules for bocce.

To register

- Complete one registration (found on pages 3-4) for each head coach.
- Please be sure all coaches/chaperones have a valid Class A Volunteer Application form on file.
- Please be sure there is 1 coach/chaperone listed for every 4 athletes (additional needed, if 1:1 required).
- Please be sure each athlete or Partner listed has a current medical form (or Unified Partner form) on file.
- Please take care to spell names as they are spelled on submitted forms (i.e. medical, Unified Partner form, or Class A Volunteer Application form).
- **E-mail your completed registration** by the deadline listed above to Donna K Ayres dayres@soor.org (please cc: your Field Director).
If e-mail is not possible, mail or fax to:
Donna K Ayres, 5901 SW Macadam Ave, Suite 200, Portland, OR 97239
Fax: (503) 248-0603

2010 Special Olympics Oregon Summer Regional Games Bocce Rating Levels for Divisioning

Special Olympics Oregon staff and competition directors will use this information to division doubles teams at regional competition. The goal will be to provide teams with the opportunity to compete with doubles teams from a variety of other local programs whenever possible. We will then use staff and officials' observations, coach feedback, and regional results to determine divisions at the state level competition.

Using the criteria below as a guide, please rate each of your bocce doubles teams in one of the 3 levels in the appropriate column on the registration form (found on page 4 of this packet).

Higher ability level

- Experienced team or high ability for a new team
- Usually wins matches against other teams in training
- Has ability to score multiple points in frames often
- One or both players are very accurate on a variety of distances
- Understands strategy

Medium ability level

- Team has some experience or ability
- Wins some matches against other teams in training
- Some accuracy at a variety of distances
- Some understanding of strategy

Lower ability level

- Inexperienced team
- Usually loses matches against other teams in training
- Lacks accuracy at some or all distances
- Lacks understanding of strategy

2010 Special Olympics Oregon Summer Regional Games

Bocce Rules

The official Special Olympics Oregon Sports Rules shall govern all Special Olympics Oregon bocce competitions. These rules are based upon the Special Olympics, Inc rules for bocce.

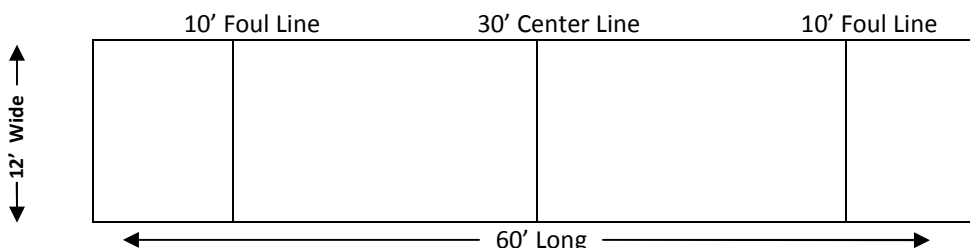
SECTION A — OFFICIAL EVENTS

The following is a list of official events available for Special Olympics Oregon. The range of events is intended to offer competition opportunities for athletes of all abilities. Coaches are responsible for providing training and event selection appropriate to each athlete's skill and interest.

1. **Half-Court Singles** (one athlete) – lower ability athletes who cannot consistently throw a bocce ball further than 20 feet.
2. **Traditional Doubles** (two athletes per team)
 - a. Per the Special Olympics Oregon Sports Management Team, no more than 25% of a local program's overall bocce doubles team count can be comprised of traditional doubles teams.
3. **Unified Sports® Bocce Doubles** (one athlete and one Unified Partner per team)
 - a. Per the Special Olympics Oregon Sports Management Team, each local program **MUST** enter 75% or more of its doubles teams into Unified Sports® doubles competition.

SECTION B — THE COURT AND EQUIPMENT

1. Court
 - a. The court is an area 3.66 meters (12 feet) wide by 18.29 meters (60 feet) long.
 - b. Special Olympics Oregon will use court boundaries that are marked by 2 inch vinyl lines at competitions.
 - 1) A ball will be determined "out of bounds" only if it is entirely over the line. If any portion of the pallina or bocce ball is touching an outer line, then that ball is considered "in play".
 - c. Foul line for pointing or shooting (hitting)—3.05 meters (10-foot line) from the backlines.
 - d. Half-court marker — 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 (30-foot line) or the frame is considered dead.
 - e. Grass will be the surface in Eugene and artificial Field Turf® will be the surface in Hillsboro.
 - 1) Training can be effectively conducted on a variety of surfaces such as grass, artificial turf, carpet (if weather is too bad to train outside), sand, or as some international bocce venues use – finely crushed oyster shells.



2. Equipment
 - a. Bocce balls may be manufactured of wood or a composition material and must be of equal size. Official tournament ball sizes may be from 107 millimeters (4.20 inches) to 113 millimeters (4.45 inches). 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.
 - b. NOTE: 113mm bocce balls, in most cases, will be used for SOOR competition.
 - c. The pallina must not be larger than 63 millimeters (2.5 inches) or smaller than 48 millimeters (1.875 inches) and should be of a color visibly distinct from both teams' bocce ball colors.
 - d. A measuring device may be any device that has the capacity to accurately measure the distance between two objects, and is acceptable to tournament officials.

SECTION C — RULES OF COMPETITION – Traditional and Unified Sports Doubles

1. The game
 - a. Equipment — Bocce is played with eight balls and one smaller target or object ball called the pallina (jack, cue, beebee,

- etc.). 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.
- 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.
 - c. Three-attempt rule — The team possessing the pallina will have three attempts at placing the pallina beyond the 9.125-meter (30-foot) mark and before the 3.05-meter (10-foot) mark on the opposite end. 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 at the 15.24-meter (50-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.
 - d. 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.
 - 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 the 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, banking, 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 hitting out any ball in play in trying to obtain a point or decrease the opposing team’s points. A player can grip the ball by placing his/her hand over or under the ball as long as the ball is released in an underhand delivery. An underhand delivery is defined as releasing the ball below the waist.
 - 1) The Competition 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. Delivery action interpretations will be concerned with the action a limb(s) is performing a throw or roll.
 - g. Number of balls played by a player
 - 1) Two-Player Team — each player is allowed to play two balls.
 - h. Coaching
 - 1) Discussion with any athlete and/or partner is prohibited once the athlete and or partner steps onto the court.
 - 2) 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 or expulsion from the game.
 - i. Scoring—At the end of each frame (when both teams have exhausted all balls), scoring 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. A player may request a mechanical measurement (Measurements will be taken from the center side of the bocce ball to the center side of the pallina). At the end of a frame, the referee announces the winning points and color to the players outside the court at the pallina end and before the balls are removed, the referee should look to the players for agreement. The players have a right to request a measurement if the players disagree with the referee. When the player or team agrees with the number of points awarded, the court official 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. The referee will be responsible for validity of the scoreboard and scorecard, so it is incumbent upon the team captain to verify the accuracy of the posted score at all times.
 - j. 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. 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 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.
 - l. Winning score — Two-player team (two balls per player) = 12 points. This scoring procedure is most common in major tournaments: however, variations may be acceptable.
 - m. Scoring procedure for tournaments: At the discretion of the Competition Director, games may be played to reach the target number of points or to a time duration.

2. Player designation
 - a. Rotation of players — The players of any given team may elect to play their balls in any rotation, provided the one 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.
 - b. Forfeiture — Teams with less than the prescribed number of players will forfeit the match.
3. Unified sports team
 - a. Each Unified doubles team 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.
4. Timeouts, delays of games and checking position of points
 - a. Timeout — The official may grant a timeout whenever the circumstances appear to be valid. The timeout will be limited to ten minutes.
 - 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, acts of God, civil disorder or other unforeseen reasons — In such delays, the ruling of the Competition Director 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. 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 for hereafter.
 - 2) Conditions not covered — For conditions not specifically covered in these rules, the Tournament Director's ruling shall be decisive and final.
 - 3) Protests — Any protest to an official's decision must be made by a Special Olympics certified bocce coach 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 on the basis of merit in circumstances not specifically proved for hereunder.
 - 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 hereunder prescribed, no official protest will be acknowledged.
 - b. Specific fouls
 - 1) Foul-line fouls — In both pointing and hitting, the foremost part of the specific foul 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., after the ball is released and before the ball touches any part of the playing field in front of the specific foul line. A referee, as a result of witnessing the foul, must call all fouls. The penalty for a player (team) 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.
 - 2) Player plays more than his allotted number of balls — When a player rolls an extra ball during a frame, the ball in question is declared 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, the referee will place the balls back as close to their original position as possible and play will continue. This condition will exist when a player on a two-player team plays three balls instead of two. Two-Player Team — the remaining player on a two-player team will only have one ball to play.
 - 3) 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.
 - 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. 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.
 - 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. If the team fouled against has no balls "in contention" and no balls remaining, then the frame will be declared over by the referee and started over at the same end.

- c. Accidental or premature movement of balls or pallina by an official
 - 1) Accidental movement of a ball or pallina during play (when more balls are yet to be played) — If an official, either in the course of measuring or otherwise, moves a ball “in contention” or the pallina, the frame is considered dead and started over at the same end.
 - 2) Accidental or premature movement of a ball or pallina, by an official, after all balls are played. If the point or points were obvious to the official, the points 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 — When a player interferes with his/her team’s ball in motion, the official, as a result of witnessing the foul, must declare the ball being thrown dead. The dead ball is then removed from the court. The official, after declaring a foul, should attempt to stop the advancement of the ball as it proceeds down the court, so that it doesn’t strike any balls in play. If the official cannot stop the ball as it advances down the court, the official will wait until the ball comes to a complete stop and then remove that 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 official 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) Play the ball over.
 - b) Declare the frame dead.
 - c) Decline the penalty, accept the lie of the touched ball(s) and continues 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 balls closest to it are moved, they may be replaced as close as possible to the original position by the two captains or the official. 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 official. The ball must be allowed to come to rest and replaced with the proper colored ball by the official.
 - 2) Not replaceable — If a player delivers a wrong color ball which cannot be replaced without disturbing another ball already in play, the points of the play will be recorded at that time, wrong color ball counting for the team which rolled or delivered it, and play will continue. It will be the responsibility of the two team captains and the official to maintain identity of the “wrong color” ball(s).
 - f. Wrong rotation of play
 - 1) Initial point — If a team wrongly delivers the pallina and its first ball, the official will return both pallina and the ball and begin the frame over from the same end.
 - 2) Subsequent rolls of the proper color in improper sequence — If a player delivers his or her ball when his or her team is “in” and the other team still has balls left, the ball in question remains where it comes to rest, is considered “live” and play continues. This ruling holds true, regardless of who indicated which ball was “in,” since it is the responsibility of each team to request a measurement when an “in” point is questionable.
7. Officials
- a. Objections
 - 1) Objections to official — 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 Competition Director.
 - 2) Participant officials — No member of a team or registered substitute of a team will be allowed to assist in the officiating of a game in which that team is also playing.
 - b. Substitute officials
 - 1) During a game — Substitutions of officials may occur during a game only with the permission of the Competition 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 Competition Director.
 - 3) Team requests — Officials may be changed during the course of a game if either team presents sufficient cause to the Competition Director.
 - 4) Official’s uniform — Referees should be clearly distinguishable from players.

- c. Ethics
 - 1) Official's Code of Ethics — An official will:
 - a) Study the rules of the game.
 - b) Be fair and unbiased in his decisions, rendering them without regard to the score.
 - c) Be firm, but not overbearing; courteous, but not ingratiating; positive, but never rude; dignified, but not arrogant; friendly, but companionable; calm, but always alert.
 - d) Be prepared, both physically and mentally, to administer the game.
 - e) Not give information which would benefit or give advantage to one team over another.
- 8. 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 a ball or pallina will be the responsibility of the Competition Director.
 - b. Court grooming
 - 1) Prior to play — All courts must be groomed to the satisfaction of the Competition Director before the start of each game.
 - 2) Court grooming during play — Courts may not be reconditioned during the course of the game. 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 Competition 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.
 - c. Moving ball or pallina — No player may play his or her ball until a pallina or another ball has come to a complete rest.
 - d. Mechanical Aid — If due to a medical or physical condition an athlete requires the use of a mechanical aid to spot the position of the pallina, then discretion can be given to the Competition Director for this to be permitted. Items such as a bell or bright colored cone for a visually impaired athlete are examples of this type of mechanical aid. If a cone is used as a mechanical aid it should be placed as close as possible to the pallina, usually behind, and removed from the court once the bocce ball is released from the athlete's hand. If a bell is used it should be rung while held over the pallina.
- 9. Player Behavior
 - a. Whenever possible, a player should move off the court when an opponent is playing.
 - b. 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 engender ill will, if flagrant, may result in disqualification.
 - c. Attire
 - 1) Proper attire — Players will dress in a manner which will bring credit to them and the sport of bocce. No jeans or denim pants or shorts of any color are permitted.
 - 2) Footwear — Players will not be permitted to wear shoes which may damage or disrupt the court surface. All players must wear close-toed shoes.
 - 3) Objectionable attire — Players who wear objectionable or offensive clothing, or who are improperly attired, may not be allowed to participate in a tournament.

SECTION D - MODIFIED COMPETITION – Half Court Singles Competition

1. Half Court Singles Competition is intended for ramp bocce players *and* lower ability athletes who cannot toss the bocce or pallina ball 20 feet or more. This is a singles event only
2. When participant numbers allow, ramp competitors will be divisioned separately.
3. Athletes should be prepared to throw a bocce ball ranging anywhere in size from 107mm to 113mm in this event.
4. Please note the following modifications to the standard Special Olympics Oregon bocce rules which apply to Half Court Singles Competition
 - a. The Court - This event will be played on a 12 foot x 30 foot court. Sidelines should be along the entire length of the court. The end line will be the 'foul' line and be marked with chalk or marking paint or other indicator whenever possible. There will be no centerline or "kitchen line" in half court, so the pallina ball can end up anywhere on the court.
 - b. Athletes will always throw from only one direction in half-court bocce.
 - c. Should the "three attempt rule" need to be employed in half court bocce, then the pallina will be placed 20 feet from the throwing line in the center of the court (equidistant from each sideline).
 - d. Winning scores for Half Court Singles Competition = 8 points.
 - e. Coaching in Half Court Singles Competition is permitted, but only outside of the throwing area. Once the athlete enters the throwing area, then coaching is no longer allowed.
 - f. All ramps and other assistance devices may be used with the approval of the Special Olympics Oregon Bocce Competition Committee.
 - i. If a ramp is used, athlete can position the ball with or without assistance and pushes the ball down the ramp towards the target. An assistant (coach or volunteer) may guide, align, or direct ramp and athlete but may not assist with the

ball's forward movement. In the divisioning process, the competition committee will consider half court bocce players by overall ability and level of assistance needed in an effort to provide fair and meaningful competition for all competitors.

- g. The game will be played according to the Special Olympics Oregon Bocce rules except where noted above.

SECTION E — DEFINITION OF PLAYING TERMS

1. Ball: Live and dead
 - a. A live ball is any ball in play that has been delivered.
 - b. A dead ball is any ball that has been disqualified or forfeited. A ball may be disqualified if:
 - 1) It is the result of a penalty.
 - 2) It has gone out of the court (must be completely over the outside line).
 - 3) It has come in contact with a person or object which is out of the court.
 - 4) It is the result of a foot foul.
 - 5) It is the result of an illegal movement of your (team's) ball.
 - 6) It is the result of interference with a ball in motion by one's own team.
2. Bocce ball and pallina
 - a. The pallina is a small object ball sometimes called cue ball, beebee, etc.
 - b. The bocce ball is the larger playing ball.
3. Other terms
 - a. Frame is the period in the game in which balls are played from one side of the court to the other and points are awarded.
 - b. The "kitchen" is the area within the sidelines between the 30 foot line and the 50 foot line in which the pallina must be initially delivered to be deemed successful.
4. Foul
 - a. A foul is a rule infraction for which a penalty is prescribed.

SECTION F — DIVISIONING

1. Coaches will rate players on the registration form indicating High, Medium or Low Ability using the following criteria.
 - a. Higher Ability Level
 - Experienced team or high ability for a new team
 - Usually wins matches against other teams in training
 - Has ability to score multiple points in frames often
 - One or both players are very accurate on a variety of distances
 - Understands strategy
 - b. Medium Ability Level
 - Team has some experience or ability
 - Wins some matches against other teams in training
 - Some accuracy at a variety of distances
 - Some understanding of strategy
 - c. Lower Ability Level
 - Inexperienced team
 - Usually loses matches against other teams in training
 - Lacks accuracy at some or all distances
 - Lacks understanding of strategy
2. Competition management will use player ratings, past tournament results and any additional pertinent information to make competitive divisions.

SECTION G – MEDICAL EXEMPTION

1. Athletes/Partners may request a medical exemption which would allow them to compete from only one side of the court (would not have to switch sides after each frame). A doctor's note stating the reason(s) submitted to the Special Olympics Oregon office with registration is required for medical exemption.
2. In matches where this applies, the opposing team (without the medical exemption) will choose the side.
3. In rare instances, where both teams have medical exemptions, a coin toss will determine which team chooses the side.