

**ROPSSAA BOCCE**

**PLAYING REGULATIONS**

1. **DATE**

- (a) Where possible the Championship Tournament will be no later than the Wednesday prior to Thanksgiving.
- (b) The first games of the tournament draw to start no earlier than 9:45am. See Appendix A for schedule.

2. **LOCATION**

- (a) The location of the Championship Tournament to be announced at the pre-season meeting and to be approved by ROPSSAA Council.

3. **ELIGIBILITY**

- (a) All competitors must meet age and year of high school requirements as per board policy.

4. **OPERATING STRUCTURE**

- (a) Schools may indicate their intention to participate as either a unified or traditional team and further as competitive or recreational.
  - (i) Traditional Teams consist of 4 players whom all possess a developmental disability
  - (ii) Unified Teams consist of 4 players of which there are two students and no more than two alternates developing neurotypically and two students and no more than 2 alternates with a developmental disability.
- (b) The participating teams will be divided into pools. Where possible each team will play 5 games.
- (c) Each game will be played to 12.
  - (i) A 20 minute timeslot will be allotted for all games. Five minutes will be allotted for the changeover between games (Appendix A).

5. **ENTRIES**

- (a) Each school will be permitted to enter multiple teams based on the number of students they have enrolled at their school with a developmental disability:
  - Less than 20 students – 2 teams
  - 21-30 students – 3 teams
  - 31+ students – 4 teams
- (b) The team entry deadline to be the Friday of the second week of school.

6. EXPENSES

- (a) Each school participating is responsible for their own costs for the tournament.

7. RULES AND OFFICIALS

- (a) The rules of Special Olympics Bocce to be used with exceptions outlined in these playing regulations (Appendix B).
- (b) Each court to be 72 feet (23m) in length and 15 feet (4.5m) in width.
- (c) A coin toss will determine which team has the pallina and choice of ball colour. The game to be started by the team throwing closest to the pallina.
- (d) Players who, while throwing the ball, extend past the foul line will be given 2 warnings, a third infraction will result in the loss of a point.
- (e) Once a player participates on a team they may not play on another team during the same tournament.
- (f) Substitutions may occur at the completion of an end.
- (g) The minimum throw for the pallina must be 30 feet from the foul line.

8. AWARDS

- (a) Each team member to be presented with a participant ribbon.

9. UNIFORMS AND EQUIPMENT

- (a) All participants must wear matching uniform tops.
- (b) All participants must wear shorts or pants (no jeans).
- (c) All participants must wear running shoes.
- (d) Each team to provide 1 outdoor set of Bocce equipment and a 5 meter tape measure. Balls may be manufactured of wood or a composition material and must be of equal size. The ball size may be from 107 millimeters (4.20 inches) to 117 millimeters (4.61 inches). The four balls of one team must be clearly distinct from the four balls of the opposing team.

10. DEPORTMENT

- (a) It is expected that all competitors and coaches will conduct themselves in a manner that reflects the objectives of ROPSSAA as outlined in Article XVI, Section II of the ROPSSAA Constitution.
- (b) All players must be supervised by their school coach or designate, or players will not be allowed to compete.
- (c) Failure of a team to report to the court within five minutes from the beginning of the official timed warm up may result in the disqualification of that match for the team at fault.

11. JURY OF APPEAL

- (a) A Jury of Appeal to be constructed at the pre-season meeting. This jury will consist of the Convenor and four coaches.

12. MEDICAL PERSONNEL

- (a) Each team is responsible for their own first aid.

ROPSSAA Bocce Tournament

9:00 – 9:45am	Warm Up
9:45am	Coaches Meeting
10:00 – 10:20am	Timeslot 1
10:25 – 10:45am	Timeslot 2
10:50 – 11:10am	Timeslot 3
11:15 – 11:45am	LUNCH
11:45 – 12:05pm	Timeslot 4
12:10 – 12:30pm	Timeslot 5
12:35 – 12:55pm	Timeslot 6

## Court

1. Foul line for pointing or shooting (hitting)—3.05 meters (10-foot line) from the backboards.
2. 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.
3. The 10-foot and 30-foot lines will be marked with a pylon.

## The Game

- (a) Equipment — Bocce is played with eight balls and one smaller target or object ball called the pallina. 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.
- (b) Pallina and color — A coin toss will determine which team has the pallina and choice of ball color.
- (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.

(g) 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.

(h) 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.

(i) Ties at the end of frame

- Ties at the end of a frame – In the event that the two balls closest to the pallina 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.

(j) 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.

(k) Substitution of players

- 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.

(l) Substitution during game:

- Emergencies — 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.