

# **Kimberley International Bocce**

## **Standards and Rules**

The rules and standards of this bocce tournament have been drafted with reference to those drawn up by the Canadian Special Olympics committee and Bocce Standards Association in the USA; however, many modifications have been made to make our tournament work with restraints given.

### **The Pits (courts) and Equipment**

1. Pits are rectangular.
2. Our surface is grass.
3. Play/foul lines will be drawn at the halfway mark and at 1/6 of the total length of the court at each end.
4. Balls can be of any colour but all balls in a court should be the same weight.

### **Terms of reference**

1. A pallina (boccinie, cue ball, beebie etc.) is a small white ball that is thrown at the start of each game and is the focal point of the game;
2. A bocce ball is the larger playing ball;
3. A live ball is any ball in play that has been delivered;
4. Dead ball is a ball that is removed from play if it:
  - a. Is the result of a penalty;
  - b. Has gone out of the pit;
  - c. Has come in contact with a person or object which is out of the pit;
  - d. Hits the top of the pit boards;
  - e. Is the result of a foot foul;
  - f. Is the result of an illegal movement of your (team's) ball;
  - g. Is the result of interference with a ball in motion by one's own team.
5. Measurement can be taken in a variety of ways but generally a tape measure is used. The measurement is taken from the edge of the pallina to the edge of the bocce ball;

6. Winning score will be the first team to score 12 points or has the most points at the end of the time frame which is approximately 30 minutes;
7. The Team captain participates in the coin toss and is the only person permitted in the pit while measurements are taken by the referee;
8. Coin toss. The winner of the coin toss between the two captains can choose to toss the pallina first or choose the colour of the team's balls;
9. A paddle has a different colour on each side and is used by the referee to indicate which team should be delivering the ball;
10. Team composition: Teams are made of 4 players in any combination of male and female numbers;

## **Rules of Competition.**

1. The team **possessing the pallina** will have two attempts at placing the pallina past the centre line but not beyond the foul line at the other end of the pit. If these two attempts are unsuccessful, the opposing team will have one opportunity to place the pallina. If this is unsuccessful, the referee will place the pallina in the centre of the pit. However, at no time does a team lose its' earned pallina advantage of being able to deliver the first ball.
2. The player **tossing the pallina** must deliver the first bocce ball, The opposing team will deliver bocce balls until they are closer to the pallina than the first toss or have exhausted all four of their balls.
3. A player may **roll, toss, bounce, bank** etc. their ball down the pit as long as the ball is released in an underhand delivery.
4. Players may step on but not over the foul line before releasing the pallina or a bocce ball.
5. A team captain can request a measurement by the referee at any time during the game.
6. Players can throw their balls in any rotation, provided the one who tosses the pallina delivers the first bocce ball. Each player can only throw one ball.
7. Teams with less than four players will forfeit the match. If a substitute player is used, that person must complete that game.
8. If a player moves one or more of his or her team's ball(s) they are removed from the pit and considered dead. Play continues.
9. At the end of a game, if 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 there are remaining unplayed balls, the referee will place the balls as close to their original position as possible and play will continue.

10. 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.
11. If a team wrongly delivers the pallina and its first ball, the referee will return the pallina and the ball which was played out of rotation. The proper team will then deliver the balls.
12. 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 should, if possible and safe, be stopped and declared a dead ball. If the ball cannot be stopped, the balls should be replaced to where they were before the infraction.

### What if :

1. The balls of both teams **fly out of the pit** leaving only the pallina in the pit, the team that was closest to the pallina will throw their bocce ball first.
2. Two balls are equidistant from the pallina **during the game**; the team that scored second must continue to throw their balls until they are closer.
3. When two opposing balls are equidistant from the pallina (a tie) **at the end of a frame**, the referee will remove the two balls in question and score the end as per the lie of the remaining balls.
4. A foul occurs, the team fouled against has the option to decline any penalty and accept the lie of the ball(s) and continues playing.
5. Players stepping over the foul line may be given a warning by the referee but if the referee deems a ball to be dead, s/he has the option to halt the ball in progress if safe to do so. If the ball comes in contact with other balls on the pit or the pallina, the referee will place the balls back as close to their original position as possible and play will continue.
6. A player throws more than one ball, the subsequent ball(s) are considered dead.
7. The referee accidentally moves a ball or the pallina. The frame is considered dead and started over at the same end.
8. A player interferes with an opponent’s ball in motion, the team fouled against may:
  - a. Play the ball over
  - b. Declare the frame dead

- c. Decline the penalty, accept the lie of the touched ball(s) and continues play.
9. 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. However, if it touches another ball already in play and “in contention”, the frame is dead.
  10. A player delivers a wrong colour ball, allow the ball to come to a rest and replace it with the proper colour.

## **Referee Code of Conduct**

A referee is expected to:

- a. Study the rules
- b. Be fair and unbiased in decisions
- c. Be firm, but not overbearing, courteous, but not ingratiating; positive but never rude; dignified, but not arrogant; friendly but not overly friendly; calm and always alert.
- d. Be prepared, both physically and mentally to administer the game. Referees must be sober from alcohol and drugs. Consumption is not permitted while being a referee.
- e. Not give information which would benefit or give advantage to one team over another.

## **Players Code of Conduct**

1. Players shall act in a sportsmanlike manner at all times. Any act which is deemed as poor sportsmanship, such as foul language, insulting language, gestures, actions or words which engender ill will, if flagrant, many result in disqualification of the player and the team.
2. For safety reasons, it is recommended that payers and referees wear closed toed shoes.
3. Costumes and team names that are flamboyant are encouraged.

**HAVE FUN OUT THERE!**