



Special Olympics

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**2012 Rule Change Summary
Bocce**

Change From	Change To
<p>SECTION B — THE COURT AND EQUIPMENT 2. EQUIPMENT</p> <p>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 110 millimeters (4.33 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.</p>	<p>SECTION B — THE COURT AND EQUIPMENT 2. EQUIPMENT</p> <p>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 110 millimeters (4.33 inches) in <u>diameter</u>. 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.</p>
<p>SECTION C—RULES OF COMPETITION 1. THE GAME</p> <p>a. Equipment — Bocce is played with eight balls and one smaller target or object ball called the pallina (jack, cue, beebie, 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. The large balls are also inscribed with distinctive lines to identify the balls of the players on the same team.</p> <p>f-1. 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. Delivery action interpretations will be concerned with the action a limb(s) is performing a throw or roll.</p>	<p>SECTION D—RULES OF COMPETITION 1. THE GAME</p> <p>a. Equipment — Bocce is played with eight balls and one smaller target or object ball called the pallina (jack, cue, beebie, 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. The bocce balls may also be inscribed with distinctive lines to identify the balls of the players on the same team.</p> <p>f-1. 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. Delivery action interpretations will be concerned with the action a limb(s) is performing <u>while delivering a pointing or hitting shot</u>.</p>
<p>SECTION C—RULES OF COMPETITION 4. SUBSTITUTIONS</p>	<p>SECTION D—RULES OF COMPETITION 4. SUBSTITUTIONS</p>

<p>b. Substitution of players</p> <p>2. 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.</p>	<p>b. Substitution of players</p> <p>2. 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 less than the person they are substituting.</p>
<p>SECTION C – RULES OF COMPETITION 5. TIMEOUTS, DELAYS OF GAMES AND CHECKING POSITION OF POINTS</p> <p>a. Timeout — The official may grant a timeout whenever the circumstances appear to be valid. The timeout will be limited to ten minutes.</p>	<p>SECTION D – RULES OF COMPETITION 5. TIMEOUTS, DELAYS OF GAMES AND CHECKING POSITION OF POINTS</p> <p>a. Timeout — The official may grant a timeout whenever the circumstances appear to be valid. The timeout will be limited to ten minutes or less as predetermined by the Tournament Director.</p>
<p>SECTION C—RULES OF COMPETITION 6. PENALTIES</p> <p>b. Specific Fouls</p> <p>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.</p> <p>2. Player plays more than his allotted number of balls with respect to a two- or four-player team — 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</p>	<p>SECTION D—RULES OF COMPETITION 6. PENALTIES</p> <p>c. Specific Fouls</p> <p>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. An official 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. 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 just released ball does come in contact with the pallina and/or other balls "in contention" 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.</p> <p>2. Player plays more than his allotted number of balls with respect to a two- or four-player team — When a player rolls an extra ball during a frame, the ball in question is declared 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 just released ball does come in contact with the pallina and/or other balls "in contention" and these balls are moved from their original position, then the referee will place the balls</p>

<p>condition will exist when a player on a two-player team plays three balls instead of two or a player on a four-player team plays two balls instead of one. Two-Player Team — the remaining player on a two-player team will only have one ball to play. Four-Player Team — the remaining players who haven't played any balls must decide who is to play the remaining unplayed balls.</p> <p>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.</p>	<p>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 or a player on a four-player team plays two balls instead of one. Two-Player Team — the remaining player on a two-player team will only have one ball to play. Four-Player Team — the remaining players who haven't played any balls must decide who is to play the remaining unplayed balls.</p> <p>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 dead by the referee and started over at the same end.</p>
<p>SECTION C—RULES OF COMPETITION 6. PENALTIES</p> <p>d. Interference with a ball in motion</p> <p>1. By one's own team — When a player interferes with his/her team's ball in motion, the referee, as a result of witnessing the foul, must declare the ball being thrown dead. The dead ball is then removed from the court. The referee, 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 referee cannot stop the ball as it advances down the court, the referee 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 referee will place the balls back as close to their original position as possible and play will continue.</p>	<p>SECTION D—RULES OF COMPETITION 6. PENALTIES</p> <p>d. Interference with a ball in motion</p> <p>1. By one's own team — When a player interferes with his/her team's ball in motion, the referee, as a result of witnessing the foul, must declare the 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 just released ball does come in contact with the pallina and/or other balls "in contention" 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.</p>
<p>SECTION C—RULES OF COMPETITION 6. PENALTIES</p> <p>e. Wrong color delivery</p> <p>2. Not replaceable — If a player delivers a wrong color ball which cannot be replaced without disturbing another ball already in</p>	<p>SECTION D—RULES OF COMPETITION 6. PENALTIES</p> <p>e. Wrong color delivery</p> <p>2. Not replaceable — If a player delivers a wrong color ball which cannot be replaced without disturbing another ball already in play the frame</p>

<p>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 referee to maintain identity of the “wrong color” ball(s).</p>	<p>is declared dead and replayed from the same end.</p>
<p>SECTION C—RULES OF COMPETITION 6. PENALTIES</p> <p>f. Wrong rotation of play</p> <ol style="list-style-type: none"> 1. Initial point — If a team wrongly delivers the pallina and its first ball, the referee 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. 	<p>SECTION D—RULES OF COMPETITION 6. PENALTIES</p> <p>f. Wrong rotation of play</p> <ol style="list-style-type: none"> 1. Initial point — If a team wrongly delivers the pallina and its first ball, the referee will return the pallina and the first ball which was played out of rotation. The referee will then ask the other color player or team to deliver the pallina when restarting the frame from the same end of the court. 2. Subsequent rolls of the proper color in an incorrect sequence — If a player delivers his or her ball when his or her team is “in” and the other team 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.
<p>SECTION C—RULES OF COMPETITION 7. OFFICIALS</p> <p>c. Ethics</p> <ol style="list-style-type: none"> 1. Official’s Code of Ethics—A referee will: <ol style="list-style-type: none"> 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. 	<p>SECTION D—RULES OF COMPETITION 7. OFFICIALS</p> <p>c. Ethics</p> <ol style="list-style-type: none"> 1. Official’s Code of Ethics—A referee will: <ol style="list-style-type: none"> a) Have a thorough knowledge of the rules. 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.

<p>SECTION D—DEFINITION OF PLAYING TERMS 3. OTHER TERMS</p> <ul style="list-style-type: none"> a. Hitting is sometimes known as shooting. A delivery which is thrown with sufficient velocity that it would hit the backboard if it missed the target. The shooting line will be used to determine a foul. b. Bank or rebound shot refers to playing a ball off either the sideboards or backboard. c. Pointing is a ball delivered to obtain a point close to the pallina. The pointing line will be used to determine a foul. d. 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. 	<p>SECTION E—DEFINITION OF PLAYING TERMS 3. OTHER TERMS</p> <ul style="list-style-type: none"> a. Hitting is sometimes known as shooting. Hitting is the action of rolling a ball which is thrown with sufficient velocity that it would hit the backboard if it missed the target. Bank or rebound shot refers to playing a ball off either the sideboards or backboard. b. Pointing is the action of rolling a ball to obtain a point close to the pallina. 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. c. "In contention". Used across any section of the rule book means, balls that an official would deem to be balls that he/she will potentially need to measure or award as scoring balls.
<p>SECTION E—DIVISIONING</p> <ul style="list-style-type: none"> 2. Each athlete should play three modified games, called a set. The athlete should alternate from each end of the court and play the following allotted balls. The athlete should not surpass the foul line when he/she plays the allotted balls: <ul style="list-style-type: none"> a. The referee should place the pallina at the 9.15-meter (30-foot) line, and the player should play eight balls. The referee will measure the closest three balls and record their distance in centimeters. b. The referee will then place the pallina at the 12.20-meter (40-foot) spot, and the player should play eight balls. The referee will measure the closest three balls and record their distance in centimeters. c. The referee will then place the pallina at the 15.24-meter (50-foot) line, and the player should play eight balls. The referee will measure the closest three balls and record their distance in centimeters. 	<p>SECTION C—DIVISIONING</p> <ul style="list-style-type: none"> 2. Each athlete should play three modified games, called a set. The athlete should alternate from each end of the court and play the following allotted balls. The athlete should not surpass the foul line when he/she plays the allotted balls: <ul style="list-style-type: none"> a. The referee will place the pallina at the marked spot (center) of the 9.15-meter (30-foot) line, and the player should play eight balls. The referee will measure the closest three balls and record their distance in centimeters. b. The referee will then place the pallina at a marked spot in the center of the court at the 12.20-meter (40-foot) mark, and the player should play eight balls. The referee will measure the closest three balls and record their distance in centimeters. c. The referee will then place the pallina at the marked spot (center) of the 15.24-meter (50-foot) line, and the player should play eight balls. The referee will measure the closest three balls and record their distance in centimeters.

NOTE: For full detail of Proposed Rule Changes (Accepted and Denied) please contact your Regional Sport Director. This list does not indicate those proposed changes that were not adopted by the Sports Rules Advisory Committee in 2012.