Bocce Coaches Training
Introduction

Welcome to the 2016 Bocce Coaches Training. This year, Coaches Training for Bocce is going to be done individually. This will allow everyone the time to get the information they need at a time that works best for them. Throughout this PowerPoint we will cover important aspects of the Special Olympics Rule Book, Rule Modifications and the direction Bocce is headed as a Special Olympic sport.
Events Offered

• Unified Bocce Doubles (two player per team)
  • 1 athlete, 1 partner

• Unified Bocce Team (four players per team)
  • 2 athletes, 2 partners
  • 3 athletes, 1 partner
Bocce

Court and Equipment
Court

- The court is an area 3.66 meters (12 feet) wide by 18.29 meters (60 feet) long.
- Foul line for pointing or shooting (hitting)—3.05 meters (10-foot line) from the backboards.
- 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, 9.15-meter (30-foot) line, or the frame is considered dead.
- The 3.05-meter (10-foot) and 9.15-meter (30-foot) lines should be permanently drawn from sideboard to sideboard.
Equipment

• 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 diameter. 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.

• The pallina must not be larger than 63 millimeters (2.5 inches) or smaller than 48 millimeters (1.875 inches) in diameter and should be of a color visibly distinct from both teams’ bocce ball colors.
Competition

Divisioning/ Rules
Divisioning

• This year will be different by how we division teams. Whether you are in Unified Teams or Unified Doubles you will rank your team within each event from 1 to the total number of teams you have. From there we will take a certain percentage of the bottom teams and create a new tournament bracket, “Unified Development”. You know your teams and we trust that you will rank them accordingly.

• If you are a team with only 2-3 teams for example and you feel that they can both either be in Unified Competitive or should be in Unified Development, please let us know ahead of time when you are registering.
The Game

- 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. The bocce balls may also be inscribed with distinctive lines to identify the balls of the players on the same team.

- 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.

- Three-attempt rule — The team possessing the pallina will have three attempts at placing the pallina beyond the 9.15-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.
• 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.

• 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.
The Game Continued

• 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.

• Number of balls played by a player
  1) One-Player Team—the player is allowed to play four balls.
  2) Two-Player Team — each player is allowed to play two balls.
  3) Four-Player Team — each player is allowed to play two balls.
Four Player Team

- Two players from each team of four will be on each side of the bocce ball court. Rather than rotating from one side to the other, your two players will stay on their sides and each throw two Bocce Balls apiece rather than 1. The two players on the opposite side will wait until they can throw their Bocce Balls.
Coaching

- Discussion with any athlete and/or partner is prohibited once the athlete and or partner steps onto the court.
- 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.
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.

• 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.
Scoring 2

• 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.

• 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.
Scoring

• Winning score
  Four-player team (two balls per player, 2 players on each side of court) = 16 points
  Two-player team (two balls per player) = 12 points
  One-player team (four balls per player) = 12 points
  The above scoring procedure is most common in major tournaments: however, variations may be acceptable.

• Scoring procedure for tournaments: At the discretion of the Competition Manager, games may be played to reach the target number of points or to a time duration.

• Scorecard — It is the responsibility of each team captain to sign the scorecard after a match. The signatures will indicate the indisputability of the final score. Games in which protests will be filed should not be signed by any captain who disagrees with the score or its validity.
This year Special Olympics Idaho introduced the 2016 Accreditation Standards, and accredited each team at a specific Level of Accreditation, which outlines how the team can participate in the overall program and which areas a team can improve upon to be accredited at a higher level the following year.

Only teams accredited as a Level 2 & 3 Team can advance to State Competitions and USA/World Competitions.

What this means for coaches:

Coaches must adhere to the Code of Conduct at all times for their team to remain accredited at a Level 2 or Higher. Depending on the incident, the continuation of conduct issues, and the lack of team training concerning the Code of Conduct, a team may be re-accredited as a Level 1 Team to ensure that the team volunteers are being trained appropriately before they are able to compete at State Competitions. Special Olympics Idaho only has space for positive, productive and proactive coaches, and will not allow room for volunteers who cannot adhere to the Code of Conduct. Please do not be the reason your team is not accredited to attend competitions! Our athletes depend on you to model appropriate behaviors at all time and to keep them safe. Code of Conduct violations will result in suspensions and/or exclusions from Special Olympics Idaho and will effect your teams Level of Accreditation.
Ending Notes

Below is a list of important things that coaches and LPC’s should be aware of to help assure a successful competition for all our the athletes. More detail for the information below can be found in the Special Olympics Bocce Rule Book or you can email micah@idso.org.

• Coaches must read and follow the Coaches Code of Conduct at all competitions.

• Only head coaches may file a protest for games and will only inform the Venue Director by completing the proper paperwork, according to Special Olympics Rules. No disputes will be discussed between coaches, officials, score keepers or parents. Failure to follow proper guidelines will result in the dispute being void. Coaches will be allowed 30 minutes following a match to file a protest.

• Player Dominance in Unified Developmental or Competitive Divisions will no longer be a reoccurring issue as we will have zero tolerance for Unified Player Dominance moving forward. There are required courses for coaching unified sports and several other informational sites that will educate and inform coaches on how unified competitions and teams are properly managed. Additionally, our new Player Dominance Rule will limit the amount of points Unified Players can score in a quarter, to ensure that our traditional athletes are the center of the Game.
Test Questions

To help us track the coaches who take the test, please answer the three questions below on the Bocce Coaches Attendance sheet and then either mail, fax or email them to the State Office. These questions can be found in the Bocce Rules or the Bocce Coaches Training PowerPoint.

These questions should encourage you to read the Bocce Rules and complete this training. Please ask if anything is not be completely clear to you. You can also find more information at
1. In Unified Team, how many Athletes/Partners can participate? 2 options.
2. In Unified Team, how many teammates are allowed on each side of the court?
3. In Unified Team, how many Bocce Balls is an Athlete/Partner allowed to play during their turn?
4. True or False: You will rank your teams from advanced to intermediate?