



2023 SPECIAL OLYMPICS ONTARIO SCHOOL CHAMPIONSHIPS

HOSTED BY



Bocce Technical Package

Kingston, Ontario

June 6-8, 2023





School Championships Bocce

Venue

The track & field competition will take place at:

- Queen's University - Nixon Field
- Artificial turf field
- Main campus: https://rec.gogaelsgo.com/sports/2013/7/29/Fac-Serv_0729130949.aspx?id=178

The following support facilities are available:

- 10 SOO regulation size bocce courts (12'x60')
- 1 practice court
- Tenting for shade and lunch area
- Accessible porta potties
- Medical & results tent
- Spectator seating area

Venue maps will be distributed closer to the Games.

Seating

TBD

Parking

There is sufficient paid parking on site to handle all spectators, media, volunteers, etc.

Distance from Athletes Village

The venue is about a 2-5 minute walk from residence, depending on the building your team is assigned to. Accessible shuttles will be available, however only for athletes and/or coaches requiring transportation assistance. All other athletes and coaches will be required to walk to and from competition.



Bocce Game Rules

Unified & Traditional Teams

1. Competition Format

1a. Schedule

June 6 – Divisioning Games

June 7 – Competition - Round Robin and Playoff Games

2b. Game Points and Team Ranking

Round Robin Format within your division (AM of Day 2)

- Scoring: 3 points for a win, 2 points for a tie and 1 point for a loss
- NO overtime in round robin (ties will stand).
- Tie breakers in round robin to be determined in succession:
 - Highest game points
 - Lowest points against average
 - Highest points for average
 - Draw from a hat

*in the event of a three way tie, once a team has been eliminated from the tie, the tie breaking process for the remaining two teams will start at the beginning.

Playoffs (PM of day 2)

- Ties will be broken by playing one extra frame. The team that scores in this frame will be the winner. In the case that no team scores, an additional frame will be played

Medals will be awarded for first, second, and third place, and ribbons for all remaining places

2c. Uniforms

All teams must supply their own uniforms. T-shirts or sport uniforms are permitted as long as all uniforms are identical for all players. Numbers on uniforms are not required.

2d. Equipment

All equipment will be provided. Teams are not permitted to use their own equipment. Flaghouse beanbag balls will be used (<http://www.flaghouse.com/Recreation/Outdoor-Games/Bocce/FlagHouse-Soft-Boccia-Set.axd>) (same as qualifiers).

Teams are not permitted to use throwing assistive devices such as ramps.



2e. Game Forfeit

Should a team forfeit a game, the following point allocation will be used:

Game not started: a score of 12-0 will be recorded

Game started: opponent's score will be recorded as 12, forfeit team score will be current score when forfeit occurred.

3. Schedule Formats

The following are potential formats based on the number of teams per division. Teams are expected to play all scheduled games despite their relevance on the outcome of the tournament. Failure to play all games will result in the team defaulting a game and will result in the team being removed from the medal standings. Divisions can have a minimum 2 teams, and maximum 6 teams.

3a. 2 team division

Round robin – teams will face each other 3 times

Playoffs – teams will face off in a gold medal game. The team with the highest ranking after the round robin will have the option of first possession (throwing the pallino).

3b. 3 team division

Single round robin – each team plays each other once

Playoffs – teams will be ranked 1 through 3 depending on round robin results

- 2nd vs 3rd in semi final
- Winner of semi final plays 1st for gold medal
- Loser of semi final wins bronze

3c. 4 team division

Single round robin – each team plays each other once

Playoffs – teams will be ranked 1 through 4 depending on round robin results

- 1st vs 4th in semi final #1
- 2nd vs 3rd in semi final #2
- Losers of semi finals play for bronze medal
- Winners of semi finals play for gold medal



3d. 5 team division

Single round robin – each team plays each other once

Playoffs – teams will be ranked 1 through 5 depending on round robin results

- 1st place gets a bye to the gold medal game
- 2nd vs 3rd in semi final #1 – winner to gold game, loser to bronze game
- 4th vs 5th in semi final #2 – winner to bronze game, loser receives 5th place
- Loser of semi final #1 vs winner of semi final #2 in bronze game
- Winner of semi final #1 and 1st from round robin in gold game

3e. 6 team division

Single round robin – each team plays each other once

Playoffs – teams will be ranked 1 through 6 depending on round robin results

- 1st vs 4th in semi final #1
- 2nd vs 3rd in semi final #2
- 5th vs 6th for ribbon placement
- Losers of semi finals play for bronze medal
- Winners of semi finals play for gold medal

4. Rules of Play

4a. Divisioning

1. All teams will be allocated court time during the divisioning day to complete a skills assessment for each team member. See appendix for skills assessment rules.
2. Results from the skills assessment will be tallied and used to division teams for competition on Day 2.
3. All team members are required to complete the skills assessment.
4. Scores in divisioning do not count towards tournament results
5. After Divisioning, the committee will asses all teams and place them in 'like ability' divisions to the best of their ability for competition on Day 2.
6. Final divisions will have no fewer than two teams and no more than 6 teams

4b. Team and Players



1. Traditional teams: min. 4 and max 5 athletes with an ID (4 players and 1 substitute)
2. Unified teams: min. 4 and max 5 athletes (max 2 mainstream Unified partners, and 2-3 athletes with an ID with 1 as a substitute). During competition, the 4 person team on the court must be made up of 2 athletes with an ID, and 2 Unified Partners.
3. School Championships Bocce is a game of 4-on-4. Each team must start the game with four players or forfeit the game. If a team falls below four players once the game has started due to injury, the team will be permitted to continue with three players on the court. If a team falls below three players due to player ejection, the team will forfeit that game.

4c. The Game

1. Playing court – each bocce court will be 60 feet in length and 12 feet wide. The court surface will be composed of **grass**. Games will be played **outdoors** – please dress accordingly.
2. Game time – 20 minutes in length. Should 20 minutes finish in the middle of a frame, teams will be allowed to finish the frame. Officials will run the time as run time, ie the clock is not stopped in between frames or for measurements.
3. 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 are made in two colours to distinguish the balls of one team from those of the opposing team. Balls used will be the same ones as at the qualifier. They can be ordered online at.
4. Pallina and colour — A coin toss by the referee will determine which team has the pallina and choice of ball colour.
5. 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.
6. One 60 second time out is allotted per team, per game.

4d. Competition

1. Three-attempt rule — The team possessing the pallina will have three attempts at throwing the pallina to the opposite end. If these three attempts are unsuccessful, the referee will place the pallina in the center of the court.
2. 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 they have a ball closer to the pallina than the opposing team 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.

- a. **le:** Team A wins the coin toss and therefore gets to throw the pallina and one large ball. Team B throws their first ball too far and their second ball makes it closer to the pallina than Team A’s ball. It is now Team A’s turn to throw until they have a ball closer than Team B or until they are out of balls. The frame is over when each team is out of balls
3. **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.
4. **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 “spocking” or 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.
5. Each player will throw one ball

4e. Scoring

1. **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 centre side of the bocce ball to the centre side of the pallina). At the end of a frame, when the referee announces the winning points and colour 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 players or team agrees with the number of points awarded the court officials 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.
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.

3. 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.
4. Winning score – team with highest score after 20 minutes of play

Other Competition Information:

Emergency Action Plan:

- Will be available on site for all coaches and included in their coach package to be picked up at registration on Day 1.

Protest Procedures:

- Protests can be formally submitted to the Special Olympics Ontario mission staff present at each sport. Divisioning results cannot be protested.

Medal Presentations:

- Will be conducted on the playing field throughout Day 2.

First Aid & Security:

- Will be available on site.

Weather Delays & Cancellations

- In the case of extreme weather, every effort will be made to allow all teams to complete all their games. Should extreme weather be predicted in the forecast, an alternate competition venue may be used. Should extreme weather come last minute and result in competition cancellation, the following examples will be followed:
 - Prelims cancelled – results from virtual submission forms will determine divisions for final races
 - Final races cancelled – results from prelim races will be used

Appendix: Venue Map



