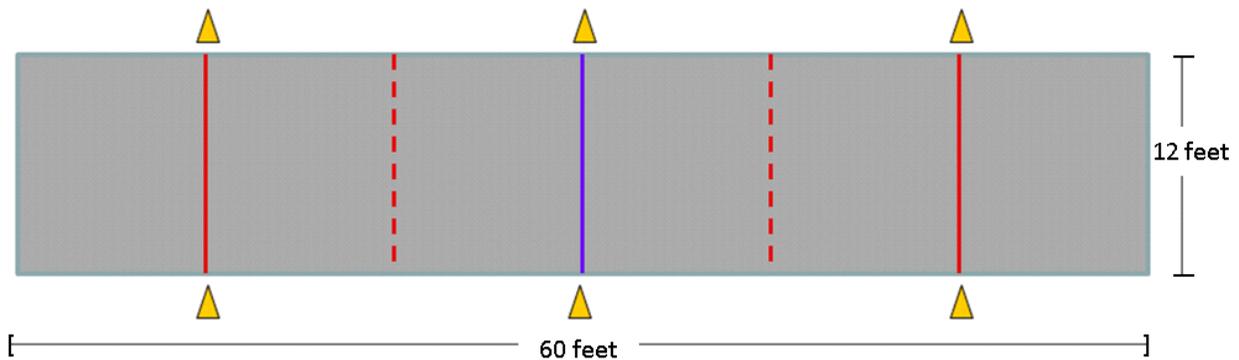


Montgomery County Public Schools

Bocce Rules

1. Bocce Court Size and Equipment

Court – MCPS bocce follows the official Special Olympics rules for bocce found at www.specialolympics.org with the exception of a couple of minor modifications. The dimensions of a regulation bocce court are 60 feet long x 12 feet wide. The foul line is 10 feet out from each of the two end boards and is designated by a line and/or two cones. For students using ramps the foul line will be extended to 20 feet from the end board (see dashed red line in image below). Additionally, a mid-court line is marked 30 feet out from the end boards with paint or tape and/or two cones.



Bocce Balls – There are two sets of four bocce balls. Usually one set of balls rolled by one team is green and one set of balls rolled by one team is red. A smaller yellow or white target ball is called the pallino.

The official balls are the “Bubba Bocce” (gel-filled) balls.

Specifications – SOURCE: <http://bubbabocce.com/specs.php>

The United States Bocce Federation (USBF) official weight and size bocce is 920 grams and 107 mm diameter. The Bubba Bocce (gel-filled) balls are designed to simulate the weight and size of a USBF regulation weight and size bocce ball for US Open play. Technically, Bubba Bocce (gel-filled) balls are sized slightly larger than 107mm because it is soft and under normal gripping pressure will deform in one’s hand to a smaller size. The feel is balanced for players who shoot overhand and underhand such that either method gives a satisfying feeling of equivalently playing with a "regulation" size and weight ball.

2. Lineup Composition

Four players from each team participate in a frame, each of whom rolls one bocce ball from the same end of the court. At the end of the frame, the eight players (four from each team) walk to the other end of the court to begin the next frame.

At all times, a minimum of two of the four players from each team participating in a frame must be players with disabilities.

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3. Substitutions

Players may be substituted at the end of each frame, provided that a minimum of two of the four players from each team participating in the frame are students with disabilities. Players may not be substituted during a frame.

4. Definitions – Length of Play

- Match – A contest between two teams. When there are only two teams at a site, the winner of the match is the first team to win two games.
- Quad – A series of dual matches involving four schools at the same site. In a quad, the winner of a match between two teams is the first team to win one game (winners of matches in a quad are not determined by two-out-of-three). A quad consists of a total of six matches, each of the four teams having matches against the other three teams.
- Game – 16 points or when 30 minutes have elapsed, whichever comes first. A game consists of a series of frames. In quads, games will go to 16 points or when 45 minutes have elapsed, whichever comes first. In quads, matches will not be determined by two-out-of-three (the team that wins the single game will win the match).
- When the time limit is reached, the current frame is completed and the team with the highest point total at that time is declared the winner. If both teams are tied, one additional frame is contested to break it.
- Frame – A frame consists of both teams rolling or tossing their four bocce balls (eight total). One point is awarded for each bocce ball of the same color which is closer to the pallino (the small yellow ball) than the closest ball of the opposing team's color. Only one team may score points in a frame.

5. Sequence of Play

- a. One team has a set of four green bocce balls and one team has a set of four red bocce balls. All eight of these bocce balls are rolled or tossed in an underhand delivery during a single frame. Each player stands behind or on the foul line when delivering his or her bocce ball or the pallino.
- b. A coin flip at the beginning of the game determines which team rolls or tosses the pallino and the first bocce ball. A player has three attempts to roll or toss the pallino past the mid-court line and having it stop before the foul line on the opposite end of the court. If he/she is unsuccessful on all three attempts, a player for the opposing team is given one opportunity. If that player is unsuccessful, the official will place the pallino in the center on the opposite end foul line. At no time does a team lose its earned pallino advantage of being able to deliver the first ball. The player for the team winning the coin toss with the pallino advantage must also deliver the first bocce ball.
- c. In indoor bocce, if the initial placement of the pallino is less than 12 inches from the sideboards, the official will move the pallino away from the sideboards so there is a 12 inch

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separation. After this initial placement, the pallino can be moved by a bocce ball anywhere inside the court, including against the sideboards.

- d. After the first player delivers the pallino and first bocce ball, the opposing team then rolls the next bocce ball.
- e. After that second ball is delivered, whatever team has its color ball closest to the pallino steps aside and allows the other team to roll its bocce balls until it gets one of them closest to the pallino. When this occurs, then the opposing team rolls its color bocce balls until it gets one closer to the pallino. This sequence of play continues throughout the frame.

The best way to remember this rule is if your team's ball is closest to the pallino, you do not roll another ball until the other team gets a ball closest to the pallino. A good way to officiate is to say, for example, "Green (ball) is closer, red rolls."

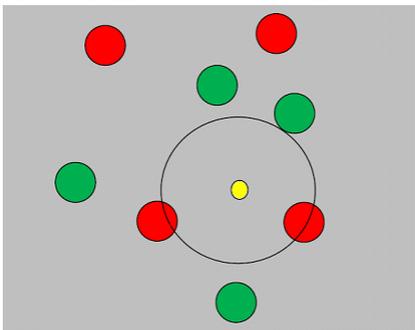
- f. This sequence continues until both teams have delivered all four of their balls, thus concluding the frame.
- g. Following the official's determination of the points earned, all players walk to the opposite end of the court and start the next frame. The one team that is awarded points is presented with the pallino to roll out to begin the next frame.

6. Scoring

After both teams roll all four of their bocce balls, the frame is completed and the court official awards the points. Only one team can receive points in a frame.

One point is awarded for each bocce ball of the same color which is closer to the pallino (the small yellow ball) than the closest ball of the opposing team's color.

In cases where two opposing bocce balls are positioned very close to the pallino, the official will measure to determine which one is closer and awarded the point. If these two bocce balls are exactly the same distance from the pallino, then 0 points are awarded for that frame.



EXAMPLE:

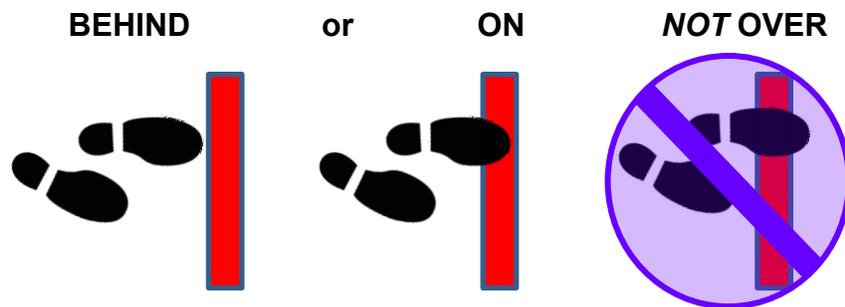
RED scores 2 points because there are two red balls closer than any one GREEN ball.

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7. Legal Throws

- a) Players are permitted to roll or toss the bocce ball or pallino in an underhanded delivery, preferably using one hand. For those athletes unable to deliver an underhanded roll or toss, a ramp or overhand delivery may be used.

Players must have their feet behind or on the foul line when delivering the ball. If a player uses a ramp, the end of the ramp must be on or behind the foul line (ramp players have an extended foul line to 20ft). Wheelchairs for ramp players may be outside of the court of play on the end line, as long as the bottom end of the ramp is grounded within the confines of the court.



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 pallino 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 pallino 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.

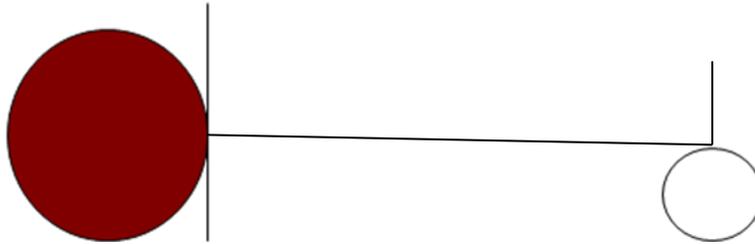
- b) Teams may hit the side boards and end boards with their bocce balls. These are legal rolls.
- c) Any bocce ball which goes over the side board and outside of the court is out of bounds and cannot be replayed. If the ball that goes outside the court makes contact with any other ball, those balls must be replaced to their original position.
- d) If the pallino is hit out of the court, the frame is declared dead. All of the bocce balls are brought to the opposite end of the court and a new frame is started by the players positioned at that end.
- e) If a bocce ball is hit out of the court by another bocce ball, it is ruled dead and is not placed back in the court.

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8. Additional Details

- a) **Proper Measurement Procedure:** When measuring the distance of the bocce ball from the pallino, the official should take the end of the measuring tape and place it on the side and in the center of the bocce ball. He/she should then take the measuring tape over the top of the pallino. The distance calculated is from the center side of the bocce ball to the top center of the pallino.



Ramps: There are many different types of ramps that can be used for bocce. The one rule is that a ramp must allow for a player to deliver (push, touch, etc.) his/her bocce ball on their own. No device can be used which propels or pushes or hits the bocce ball. The bocce ball must always be touched by the player. The foul line for students using ramps will be extended to 20 feet from the end board. The ramp may not extend beyond the 20 ft. line.

- b) Coaching or instructional assistance may not be provided by a coach or teammate once a player steps into the court. A player is not allowed to step back out of the court once he or she enters it.

Exception: For those players that require additional assistance and support due to their level of disability and are unable to deliver a bocce ball without appropriate verbal cues, a coach or teammate may provide this type of verbal support. In these instances, a coach or teammate cannot direct a player where to deliver their ball and cannot provide physical assistance with delivery of the bocce ball. This needs to be done independently by the player. Players that require additional coaching support need to be identified to the official and the other team's coach prior to the start of the game.

- c) Players with visual disabilities are permitted to have the official stand behind the pallino and provide verbal cues as to the location of the pallino. A bell or other sound-emitting apparatus may also be used. No coaching is allowed; just cues such as "I am standing in back of the pallino."
- d) Checking position of points — one player from each team may proceed down the outside of the court before delivering his/her ball and the player must remain outside of the court while checking the position of points.
- e) Coaches should discuss special accommodations for players with sight-related or attention deficit disabilities at the pre-game conference. If a player requires a person to stand behind the pallino to assist in determining its location the official (referee) will perform this function. When an official assists a sight-impaired/attention deficit student-athlete, the official shall use a yellow flag. If the player has difficulty with the color yellow, a different appropriately colored flag will be used.