

**Special
Olympics**
Newfoundland
& Labrador



SPORT TECHNICAL PACKAGE

BOCCE

FINAL



EVENT: 2019 Provincial Bocce Championship
PLACE: Grand Falls-Windsor, NL
DATE: September 7th-8th, 2019

2019 SONL PROVINCIAL BOCCE CHAMPIONSHIP TECHNICAL PACKAGE

Technical Packages are a critical part of Special Olympics Newfoundland & Labrador Championships. They prescribe athlete, coach, Chef de Mission and mission staff quotas (where applicable) as well as eligibility requirements. They also assist the organizing committee by detailing tournament formats and scoring procedures, assist Head Coaches in verifying eligibility, help with budgeting by describing the number of participants permitted, and advance coaching certification by stating minimum requirements.

Every championship coach, Chef de Mission, sport chairperson and club coordinator/chair has an obligation to read and understand every aspect of the Technical Package. Failure to do so could cost an athlete his or her eligibility for the championship or could affect final standings or the conduct of the competition. If someone does not understand an aspect of a Technical Package, he or she is to seek clarification from SONL through his or her head coach.

Technical Packages are developed primarily by SONL, in consultation with Special Olympics Canada, Provincial/Territorial Chapters and National Sport Organizations (where applicable), following the principles, guidelines and requirements of SONL. As the overall governing body of the championship, SONL has the ultimate authority for Technical Packages, but this authority is exercised only with the knowledge and understanding of the clubs concerned.

If an individual wishes to initiate a change to a Technical Package leading up to a championship, the desired change should be first directed to the club coordinator/chair or Head Coach/Chef de Mission. They will evaluate the merits of the change and will, if it has merit, submit the requested change, with rationale to SONL. Minor corrections will be considered at almost any time. These time frames reinforce the importance of a complete understanding of the Technical Package early.

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Venue

The Bocce competition will take place at the [Centennial Field](#). The entrance to the field is from Cromer Ave. Take Exit Cromer Ave South if you are travelling from the East Coast, Take Exit Cromer Ave North if you are travelling from the West Coast.

The dinner and dance will be hosted at [Joe Byrne Memorial Stadium](#) (5 Jones St, Grand Falls- Windsor, NL A2A 2B6)

All games will be held on a grass soccer field. A warm-up area will be available on the Soccer Pitch. The following support facilities are available at both the sport venue and the social venue:

Practise Area (Sport venue only)

Medical Area

Wheelchair Accessible

Washrooms

Sport Venue Parking:

There is parking available at the entrance of Centennial Field

Social Venue Parking: There is parking at the Stadium

Participants

Competitors

All SONL athletes 10 or older who are registered in a bocce program may compete.

Athlete quotas were not allocated for this championship.

Staff

Coach quotas are allocated as per Provincial Policy 5000-07

The athlete to coach ratio for Bocce Team is a maximum of 5:2

The athlete coach ratio for Bocce Singles is a maximum of 4:1

The ratio of mission staff to coach is a maximum of 4:1

All Teams may have 1 Chef de Mission

All Teams may have 1 Team Manager due to the new singles competition

Clubs can request in writing to SONL and the Organizing Committee to request additional support staff if needed. The Organizing Committee in consultation with SONL will make the decision on a case by case basis.

Age Category

All bocce athletes must be 10 years of age or older as of the first day of competition (September 7th, 2019).

Eligibility

Coaches

Any coaches listed on the official registration form must obtain the following certification prior to the championship.

→ 125 Hours of coaching Bocce OR

→ SOC/NCCP Competitive Course

Exemption Process

All coaches selected to attend the championship must provide proof of certification to the Provincial Office no later than *30 days prior* to the championship. Should a coach fail to meet the required certification, they may apply to the Provincial Office for an exemption. The application must outline the reasons for the exemption and

detail the reason(s) for incomplete certification. Should an exemption be granted, the coach will be eligible to attend the respective championship. It should also be noted that a coach who received an exemption would not be eligible for any further exemptions in the respective sport (i.e. they must meet all certification requirements prior to the next championship). *Appendix VII Coach Exemption Form*

Competitors

1. Athletes must be registered with an accredited Special Olympics Club, and be active in a Special Olympics program
2. The athlete must have been training in bocce for a minimum of 1-sport season (the season prior to the championship in the same Special Olympics year)
3. A team registration form for each team participating or Individual at the championships, adhering to the minimum and maximum number of players per team, outlining the qualifying distances must be submitted to SONL by the established deadline date: Friday August 16th, 2019
4. Teams who arrive at the championship with either:
 1. Less than the minimum number of players
 2. Arrive with the minimum number of players yet drop below the minimum number of players for the duration of the championship shall be eligible to pick-up an additional athlete from another club if available, pending the athlete is in the same division
5. No additional players shall be permitted to the team registration sheet after it has been submitted to SONL, with the exception of athlete deletion and/or additional to a maximum of two (2) players (as outlined in the injured player pick-up rule) to meet the number of athletes on the team roster that was submitted to SONL.
6. There will be a maximum number of 26 teams (4 athletes per team + 1 spare) accepted for this competition.

Competition

Equipment/Safety Requirements

All athletes must arrive at the competition venue prepared and equipped to compete

Rules

The competition will be run according to Special Olympics International rules for Bocce competitions, except when they are in conflict with Special Olympics Canada rules (*Appendix I*) In such cases SOC rules shall apply.

At the 2019 SONL Provincial Bocce Championship the events offered will be Team and Individual Competition.

Team Competition (a team consists of four (4) athletes with an additional athlete as a spare)

Singles Competition will be one individual competing against another, throwing all 4 bocce balls each.

There will be zero tolerance for unsportsmanlike behavior

Schedule

The bocce competition will take place over a two (2) day period, Saturday September 7th, and Sunday September 8th, 2019. The specific schedule is currently being developed and will be made available upon completion.

Meals:

Supper: the host committee will provide a Supper on Saturday

Lunch: will be the responsibility of the clubs on Saturday.

Sunday, the host club will provide a bagged lunch for everyone.

Snacks: will be the responsibility of the clubs

Water will be provided throughout the day to all team members. Please bring reusable water bottles. Fill stations only we bill provided.

Practice/Warm Ups

Practice time will be made available on Saturday September 7th, and Sunday September 8th, 2019 prior to competition start. As a minimum standard athlete should be allowed to deliver 2 balls from each end of the court.

Competitive Attire

Special Olympics Newfoundland & Labrador (SONL) Policy 3000-01, Use of Commercial Messages on Uniforms or Equipment will be adhered to at the championship. (*Appendix V*)

NOTE: Open toed footwear will not be permitted during the competition.

Competitive Equipment

The organizing committee (OC) in conjunction with SONL will provide the following implements for competition:

- Bocce Courts (as per SOC Summer Sport Rules)
- Colored Paddles

NOTE: All club teams that are able must bring a set of Bocce Balls including a Pallina within the following specifications: The ball used during a national level competition should be Pheno Tech 107mm. (These bocce balls are carried by Canadian Tire - Product # 84-2110-6).

- 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 different 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 (1.78 inches) and should be of a color visibly distinct from both teams' bocce balls colors.

NOTE: If a club/athlete requires the use of a delivery ramp, it will be the responsibility of the club to provide one.

Divisioning/Seeding

Divisioning for Bocce will be as follow. SONL will division teams based on the team average submitted by the Head Coach using the Athlete Skills Assessment Form and Team Registration Form. There will be NO seeding or preliminary round in this competition. SONL has the final authority on divisioning. Divisioning cannot be challenged through the protest procedures. There will be a minimum of three (3) and a maximum of Four (4) teams/ players per division.

The Maximum Performance Rule (MPR) shall NOT be in effect for this championship.

Please refer to (*Appendix II*) for divisioning procedures.

Number of Games

Step 1: Teams/Singles are placed in divisioning groupings based on the Athlete Skill Assessment and Team Registration Form

Step 2: Teams/ Singles will play Round Robin within their division. Each team/ single will play a minimum of 3 games during the Round Robin.

Game Time

Team Event: A regulation game is completed once one team scores 16 points or the maximum time has elapsed – 1 hour of play. A new frame will not begin after 45 minutes of play.

Singles Event: A regulation game is completed once one of the players scores 12 points or the maximum time has elapsed—1 hour of play. A new frame will not begin after 45 minutes of play

***** Depending on number of teams/participants Game times may be adjusted in order to fit in the competition. *****

Tournament Format

There will not be a preliminary round. Standings after the round robin will determine when and who a team will play during the medal round. Teams/players are expected to play all scheduled games despite their relevance on the outcome of the tournament.

a. Tiebreaking: Medal Games

If a game is tied when the maximum allowable time has elapsed play will continue until the tie is broken.

b. Tiebreaking: Round Robin

If team standings are tied after the completion of the round robin, total points for and against will determine which teams play and who they play in the medal round.

Skills Assessment/Team Registration and Divisioning

Each team will be required to complete an Athlete Skills Assessment Form and Team Registration Form. Clubs are asked to complete the form by using the guidelines listed below:

Athlete Skills Assessment Form:

- 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 they play the allotted balls.
- The coach should place the pallina at the 30-foot line, and the player should play eight (8) balls. The coach will measure the closest three (3) balls and record their distance in centimeters. The coach will calculate the average of

the three (3) closest balls measured and record on the Athlete Skills Assessment Form.

- The coach will then place the pallina at the 40-foot line, and the player should **play eight (8) balls**. The coach will measure the **closest three (3)** balls and record their distance in centimeters. The coach will calculate the average of the three (3) closest balls measured and record on the Athlete Skills Assessment Form.
- The coach will then place the pallina at the 50-foot line, and the player should **play eight (8) balls**. The coach will measure the **closest three (3)** balls and record their distance in centimeters. The coach will calculate the average of the three (3) closest balls measured and record on the Athlete Skills Assessment Form.
- Once all athlete scores have been recorded. The coach will calculate each athlete average score, across all three distances and record it on the Athlete Skills Assessment Form.
- Coaches should then select their teams based upon the Athlete Skills Assessment Form. Once teams have been selected the coaches can complete the Team Registration Form and calculate and record the team average. (*Appendix VII Athlete Skills Assessment Form/Team Registration Form Sample*)
- The Sport Chair (SONL Staff) will use the team average to place teams in their correct division.
- During this process, if the pallina is moved from its spot at 30ft, 40 ft or 50ft it is to be replaced on the spot before the next ball is rolled and before any measurements are taken.
- Measurements will be taken from the **center side** of the bocce ball to the **center side** of the pallina.

Technical Officials

The organizing committee will select and provide technical officials who are experienced with bocce.

Protest Procedures

All protests must be endorsed by the Head Coach and submitted **in writing** by the **Head Coach** to the **Bocce Sport Chair or SONL staff** within 30 minutes following the posting of results. The protest fee of \$50.00 must accompany all protests. Any discrepancies in results (as posted) should first be checked with **SONL staff** (located in the soccer hut/results area at the venue.)

Please find attached (*Appendix III*) a copy of the Protest Form to be utilized for the 2019 SONL Provincial Bocce Championship.

Head Coaches Meeting

Schedule

The head coaches meeting will take place on Saturday September 7th, 2019 onsite during warm up sessions on the field.

Meeting Attendance

Clubs are not limited to the number of representatives they can send to the coaches meetings, yet only **ONE** representative is permitted to speak.

The speaking representative will be asked by the chair to introduce themselves along with the rest of the representatives from their club at the beginning of each meeting.

Results

Unofficial results will be posted in a designated area immediately following each game. Official results will be posted on the tournament bracket board after the 30 minute protest period has ended for each game.

Award Presentations

Award presentations for bocce will be awarded immediately following the end of competition day as the official final results are available. Gold, silver and bronze medals will be awarded to the first, second and third place athletes respectively in each division.

The 4th – 8th place ribbons will be given out in reverse order at the podium/place marker prior to the medal winners. Medal recipients stand in their respective places on the podium/place marker while athletes who earn ribbons stand to the side of the podium/place marker.

Divisioning Document Distribution

Pre-competition: Divisioning documents will be distributed to each team's Head Coach/Chef de Mission prior to the championship via email. A printed copy for each Head Coach and Chef de Mission will also be included in the Head Coach Package which will be distributed during the Head Coaches meeting prior to the competition start. It is the responsibility of the Head Coach/Chef de Mission to review the divisioning documents and

insure that all information contained within is correct. Once a Head Coach/Chef de Mission reviews the divisioning documents no dispute can be made on site.



Special Olympics Canada – Summer Sport Rules

Bocce Rules

The Special Olympics Canada (SOC) Official Sports Rules and National Policies and Procedures shall govern all SOC Bocce competitions. As a national sports program, SOC has created these rules based upon the Special Olympics Incorporated rules for bocce competitions. Special Olympics Incorporated rules shall be employed except when they are in conflict with the SOC Official Sports Rules and National Policies and Procedures. In such cases, the following sections outlining the SOC Official Bocce Rules shall apply.

SECTION A

Official Events

1. Singles (one player per team)
2. Doubles (two players per team)
3. Team Competition (four players per team)

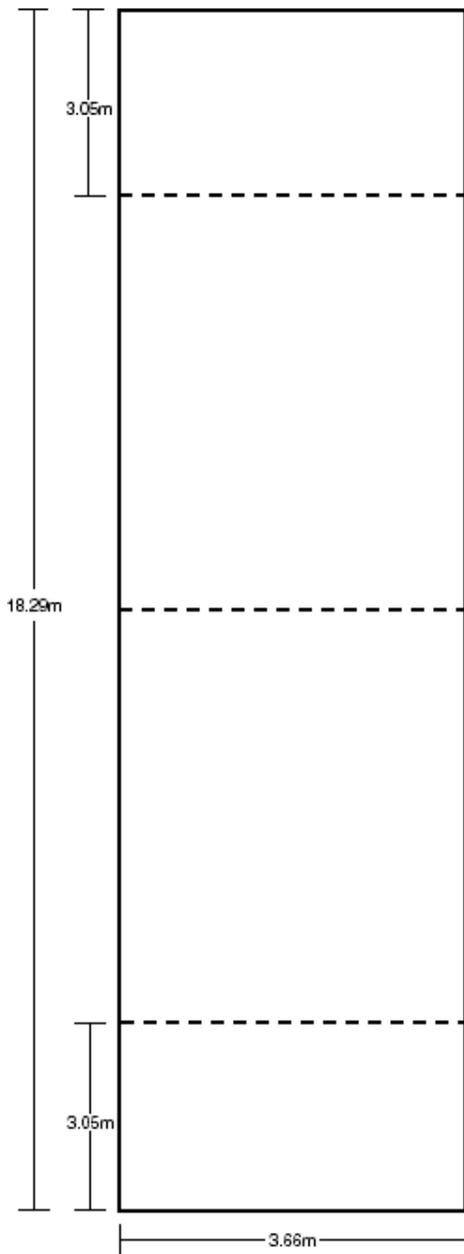
SECTION B

The Court and Equipment

1. Court
 - a) The court is an area 3.66 meters (12 feet) wide by 18.29 meters (60 feet) long.
 - b) The court surface may be composed of stone dust, dirt, clay, grass or artificial surface, provided there is no permanent or temporary obstruction in the court that would interfere with the straight line delivery of a ball from any direction. These obstructions do not include variations in grade, consistency or terrain.

c) The court walls are the side and the end walls of the court and may be composed of any rigid material. The end walls should be at least 304mm (12 inches) high. The end walls should be composed of a rigid material such as wood or Plexiglas. The side walls must be, at minimum, as high as the bocce balls. The side or end walls may be utilized during play for bank shots or rebound shots. **(NOTE: Court walls are optional – Backyard bocce courts are commonly used)**. Lines measuring 50mm (2inches) in width should be marked on all courts for the following:

- 1) Foul line for pointing or shooting (hitting) — 3.05 meters (10-foot line) from the backboards.
- 2) 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 (30-foot line) or the frame is considered dead.
- 3) The 10-foot and 30-foot lines should be permanently drawn from sideboard to sideboard.



A) Ten feet from backboard = In bounds for object ball at start of frame and foul line for pointing and shooting (hitting, spooking).

Ten feet from backboard equals inbounds for pallina at start of frame and foul line for pointing and shooting (hitting or spooking).

B) Thirty feet from backboard = center court line. Object ball must pass this point at start of frame.

Thirty feet from backboard equals center-court line. The pallina must pass this point at the start of the frame.

C) Same as "A" above.

Ten feet from backboard equals inbounds for pallina at start of frame and foul line for pointing and shooting (hitting or spooking).

2. Equipment

- 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 millimetres (4.20 inches) to 110 millimetres (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.
- b) The pallina must not be larger than 63 millimetres (2.5 inches) or smaller than 48 millimetres (1.875 inches) and should be of a color visibly distinct from both teams' bocce ball colours.
- c) A measuring device may be any device that has the capacity to accurately measure the distance between two objects, and is acceptable to tournament officials. For all competitions, a retractable steel tape graduated in millimetres should be used.
- d) A paddle that has a different colour on each side (i.e. red on one side & green on the other side) shall be provided to the official so he/she can indicate which team should be delivering the ball. The official will also give a verbal command to indicate which team is to deliver the ball.

SECTION C:

Rules of Competition

1. The Game

- 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.
- b) 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.
- c) Three-attempt rule — the team possessing the pallina will have three attempts at lacing the pallina beyond the 9.125-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.

- d) 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.
- e) 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.
- f) 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.
- 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.
- g) 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 one ball.
- h) Coaching
- 1) Discussion with any athlete is prohibited once the athlete steps onto the court.
2) If an official determines that a coach/spectator is violating this rule, the official may sanction the offending individual. Sanctions may include: verbal warning, citing the coach with unsportsmanlike conduct or expulsion from the game.

- i) 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 color 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.
- j) 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.
- k) 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.
- l) Winning score
- Four-player team (one ball per player) = 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.
- m) Scoring procedure for tournaments: At the discretion of the Competition Manager, games may be played to reach the target number of points or to time duration.
- n) 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.

2. Player Designation

- a. Captain—On any team, the captain must be designated and made known to the officials before play begins. The captain may not be changed during the course of a game but may be changed during the course of a tournament. The tournament officials must be notified of this change prior to any subsequent games.
- b. 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.
- c. A *final team roster** shall consist of 4 players and one coach. All players listed on the *final team roster* shall have an opportunity to play during the course of the tournament.

***NOTE:** A final team roster is a complete list of all players and the coach registered with the team.

3. Substitutions

- a. Official notification—Officials must be notified of substitutions prior to a scheduled game time or it will result in forfeiture of the match.
- b. Substitution of players
 - 1) Substitution of players — only one substitute may be allowed per team per game. Substitutes may take the place of any player on the team and may substitute for different players on the same team during different games.
 - 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.
- c. Substitution during game: Emergencies — only in the event of medical or other verified emergencies may a player be substituted during a game. Emergency substitutions will only be made at the end of a frame; if this is not possible, the frame will be considered dead. However, once the substitution has been made, the substitute must complete the game.
 - 1) Forfeiture—Teams with less than the prescribed number of players will forfeit the match.

4. Timeouts, Delays of Games and Checking Position of Points

- a. Timeout— The official may grant a timeout whenever the circumstances appear to be valid. The timeout will be limited to ten minutes.
- b. Intentional delay of game—If, in the opinion of the official, the game is intentionally delayed without sufficient or valid reason, the official must give a warning. If play is not resumed immediately, the delaying team will forfeit the match.
- c. Delays caused by weather, acts of God, civil disorder or other unforeseen reasons—In such delays, the ruling of the Tournament Director will be decisive and final.
- 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 the court while checking the position of points.

5. Penalties

- a. Enforcement of penalties
 - 1) Determination—Immediately upon determination by the official that a foul has been committed, the official will notify the captains of both teams and inform them of the penalty imposed. The team fouled against has the option to decline any penalty imposed by the official and accept the lie of the ball(s) and continues playing. The ruling of the official is final, except otherwise provided for hereafter.
 - 2) Conditions not covered—For conditions not specifically covered in these rules, the Tournament Director’s ruling shall be decisive and final.
 - 3) Protests—Any protest to an official’s or Tournament Director’s decision must be made by a Special Olympics certified bocce coach within 15 minutes of the completion of any game or the decision made by the official or Tournament Director will be considered as accepted. Protests will be acknowledged and judged on the basis of merit in circumstances not specifically proved for hereunder.

- 4) Protest to forfeiture—If a team must forfeit a match as a result of not being present for a scheduled match, or as a result of violations hereunder prescribed, no official protest will be acknowledged.

b. Specific Fouls

- 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.
- 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 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.

- 3) Illegal movement of a ball belonging to your own team—If a player moves one or more of his or her team’s balls, the ball(s) are removed from the court and considered dead and play continues.
- 4) Illegal movement of an opponent’s ball—If, after all eight balls have been thrown, 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 a player moves one or more of his/her opponent’s balls, and there are remaining unplayed balls, the referee will place the balls as close to their original position as possible and play will continue.
- 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.

c. Accidental or premature movement of balls or pallina by a referee

- 1) Accidental movement of a ball or pallina during play (when more balls are yet to be played)—If a referee, either in the course of measuring or otherwise, moves a ball “in contention” or the pallina, the frame is considered dead and started over at the same end.
- 2) Accidental or premature movement of a ball or pallina, by a referee, after all balls are played? If the point or points were obvious to the referee, the points will be awarded. All uncertain points will not be awarded and the frame is considered dead and started over at the same end.

d. Interference with a ball in motion

- 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.
- 2) By opponent’s team—If a player interferes with an opponent’s ball in motion, the team fouled against has one of the following options:
 - a) Play the ball over.
 - b) Declare the frame dead.
 - c) Decline the penalty, accept the lie of the touched ball(s) and continues playing.
- 3) With no disruption of position—If 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.
- 4) With disruption of position—If a spectator, animal or object interferes with a ball in motion and that ball touches another ball already in play and “in contention.” the frame is dead.

- 5) Other disruption of play—any action which interferes with the position of the pallina or the ball of each team closest to the pallina renders the frame dead. In the event balls other than the pallina or the two opposing balls closest to it are moved, they may be replaced as close as possible to the original position by the two captains or the referee. Such disruptive action may be the result of a dead ball from another court, foreign objects, spectators or animals entering the court and changing the position of the ball(s) in play.

e. Wrong color delivery

- 1) Replaceable—if a player delivers a wrong color ball, the ball may not be stopped by another player or the referee. The ball must be allowed to come to rest and replaced with the proper colored ball by the referee.
- 2) Not replaceable – If a player delivers a wrong color ball which cannot be replaced without disturbing another ball already in play the frame is declared dead and replayed from the same end.

f. Wrong rotation of play

- 1) Initial point—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 referee will then ask the other colour 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 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 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’

6. Officials

a. Objections

- 1) Objections to official—each team has the right to object to a designated official for any reason prior to the start of a game. This objection will be considered and decided upon by the Tournament Director.

- 2) Participant officials—No member of a team or registered substitute of a team will be allowed to assist in the officiating of a game in which that team is also playing.

b. Substitute officials

- 1) During a game—Substitutions of officials may occur during a game only with the permission of the Tournament Director and both team captains.
- 2) Additional officials—Additional officials may be assigned to any games during the course of play, provided permission is granted by the Tournament Director.
- 3) Team requests—Officials may be changed during the course of a game if either team presents sufficient cause to the Tournament Director.
- 4) Official's uniform—Referees should be clearly distinguishable from players.

c. Ethics

- 1) Official's Code of Ethics—A referee will:
 - 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.

7. Other Circumstances

- a. Broken ball—if during the course of a frame a ball or pallina should break, the frame will be considered dead. Replacement of a ball or pallina will be the responsibility of the Tournament Director.
- b. Court grooming
 - 1) Prior to play—all courts must be groomed to the satisfaction of the Tournament Director before the start of each game.

- 2) Court grooming during play—Courts may not be reconditioned during the course of the game. Obstacles or objects such as stones, cups, etc., may be removed during the course of a game.
 - 3) Unusual court conditions—if in the opinion of the Tournament Director, the court conditions are such that play is impractical, the game can be stopped and resumed on another court or at another designated time.
- c. Moving ball or pallina—No player may play his or her ball until a pallina or another ball has come to a complete rest.
- d. Mechanical Aid – If due to a medical or physical condition an athlete requires the use of a mechanical aid to spot the position of the pallina, then discretion can be given to the Event Manager/Tournament Director for this to be permitted. Items such as a bell or bright colored cone for an athlete who is visually impaired are examples of this type of mechanical aid. If a cone is used as a mechanical aid it should be placed as close as possible to the pallina, usually behind, and removed from the court one the Bocce ball is released from the athlete’s hand. If a bell is used it should be rung while held over the Pallina.

8. Player Behaviour

- a. Whenever possible, a player should move off the court when an opponent is playing.
- b. Unsportsmanlike conduct—Players shall act in a sportsmanlike manner at all times. Any act which is deemed as poor sportsmanship, such as insulting language, gestures, actions or words which engender ill will, if flagrant, may result in disqualification.
- c. Attire
- 1) Proper attire—Players will dress in a manner which will bring credit to them and the sport of bocce.
 - 2) Footwear—Players will not be permitted to wear shoes which may damage or disrupt the court surface. All players and officials must wear closed toed shoes.
 - 3) Objectionable attire—Players who wear objectionable or offensive clothing, or who are improperly attired, may not be allowed to participate in a tournament.

SECTION D:

Definition of Playing Terms

1. Ball: Live and Dead

- a. A live ball is any ball in play that has been delivered.
- b. A dead ball is any ball that has been disqualified or forfeited. A ball may be disqualified if:
 - 1) It is the result of a penalty.
 - 2) It has gone out of the court.
 - 3) It has come in contact with a person or object which is out of the court.
 - 4) It hits the top of the court boards.
 - 5) It hits the covering over the courts or any supports thereof.
 - 6) It is the result of a foot foul.
 - 7) It is the result of an illegal movement of your (team's) ball.
 - 8) It is the result of interference with a ball in motion by one's own team.

2. Bocce Ball and Pallina

- a. The pallina is a small object ball sometimes called cue ball, beebee, etc.
- b. The bocce ball is the larger playing ball.

3. Other Terms

- 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.

4. Foul

A foul is a rule infraction for which a penalty is prescribed.

SECTION E

Divisioning

1. It is suggested that, before competition begins, the Tournament Director ensures that divisions are appropriate. Athletes may be divisioned based on previous experience or, in the case of larger competitions, modified games. The modified game procedure below will provide a score that will help place athletes in the most equitable divisions possible.
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:
 - a. The referee should place the pallina at the 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 40-foot line, 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 50-foot line, and the player should play eight balls. The referee will measure the closest three balls and record their distance in centimeters.
 - d. During the divisioning process, if the pallina is moved from its spot at 30ft, 40ft or 50ft. it is to be replaced on the spot before the next ball is rolled and before any measurements are taken.
 - e. Measurements will be taken from the center side of the bocce ball to the center side of the pallina, for a total of nine measurements.
 - f. These divisioning procedures comply with the Special Olympics maximum performance rule.



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TOPIC	Divisioning Document – 5000-02		PAGE 1 OF 4
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Preamble:

Special Olympics divisions athletes on the basis of ability. This process outlines the most equitable competition environment for all Special Olympics athletes.

Divisioning Process for Individual Sports

Step 1: Divide by Gender

Step 2: Divide by Age (21 and under, 22 to 39, 40 and over). If there are not enough athletes in an age group to create meaningful competition, age groups may be combined.

Step 3: Divide by Ability

Proceed on the premise that the recommended performance difference between athletes in a division is 25%

Step 4: Divide number of athletes registered in an event

For 3 or more athletes:

Place athletes into division no less than 3, no more than 8

If you have more than 8 athletes in a division reduce the performance percentage to produce new ability groupings – 5% at a time is suggested. For example an ability group could be reduced to 20% difference in performance to create two ability groupings

For 2 Athletes entered into an event:

Athletes compete against each other providing they are of the same gender.

For 1 athlete entered into an event

An athlete would compete against their own divisioning time in the event. If they are competing against their own divisioning time medals would be awarded as follows

Gold Medal: Final performance is better than the divisioning performance

Silver Medal: Final performance is the same as or less than the seed performance by 10%

Bronze Medal: Final performance is less than the seed performance by 11-25%

For events that are not divisioned the athlete would be awarded a gold medal.

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Divisioning Process for Judged Sports

Step 1: Divide by gender

Step 2: Divide by Age (21 and under, 22 to 39, 40 and over). If there are not enough athletes in an age group to create meaningful competition, age groups may be combined.

Step 3: Divide by ability, using predetermined levels of ability as outlined in sport rules

Step 4:

Figure Skating

If there are more than 8 competitors in a level, athletes will be divisioned by ability using their element scores

Rhythmic Gymnastics

If there are more than 8 competitors in a level a divisioning round will be run. Athletes will be placed in their final division according to their all round scores.

Divisioning For 10 Pin Bowling

- i. Events shall be divisioned by ability and gender.
- ii. Classification for divisioning will be based upon no more than 8 competitors/teams per division.
- iii. For competition, there must be a minimum of 3 entries in any one event.
- iv. Handicapping for 10-Pin Bowling events will be 90% of the difference between the participants' entering average and the scratch score of 180.

NOTE: If a bowler has an average better than 180, then the number 180 can be adjusted.

- v. When establishing divisions for competition...
 - a) Individuals will be placed into categories based on their average.
 - b) Doubles teams will be placed into divisions based upon the bowlers' combined averages.
 - c) Teams will be placed into divisions based upon the bowlers' combined averages.
- vi. An individual athlete may or may not be assigned to the same division for the individual, doubles team and team competitions.
- vii. Divisions will be established by the tournament director in consultation with the National Office. Divisions shall not be protested.

SECTION	Training & Competition		5000-02
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Divisioning for Team Sports

Step 1: Teams are placed in divisioning round groupings based on the Team Skill Assessment.

Step 2: The divisioning round will consist of two days of regulation length games.

Step 3: Following the divisioning round teams will be placed in final divisions. Result from the divisioning round will not carry forward to the final round.

Maximum Performance Rule (MPR)

Divisioning heats are conducted to ensure that athletes compete against athletes of a similar ability level in their final competition. To ensure that athletes compete at the best of their ability during the divisioning round, the maximum performance rule will be implemented.

Maximum performance would indicate that there should be no more than 15% difference in performance between divisioning and final events. If an athlete exceeds their divisioning event performance by 15% in the final round of competition the following shall occur.

- Athlete is flagged under the Maximum Performance Rule (MPR)
- The athlete will be re-divisioned and placed in the correct division as indicated by their time/distance.
- The athlete will be eligible for a medal if their time/distance warrants.
- Re-divisioning will not affect the standing of athletes in the division where the flagged athlete is placed. (i.e. re-divisioned athlete places third in new division, current athlete in division will also be awarded third place).
- Flagged athlete will not receive any selection points (for advancement to higher levels of competition) for the event.
- The Maximum Performance Rule would not apply if an athlete when re-divisioned would still be placed in the same division.

If the coach is of the opinion that his/her athlete has not competed at the best of their ability in the divisioning race, and may be in danger of violating the MPR, they have the option to submit a faster time for their athlete so that they can be placed in a division which reflects their ability.

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If an athlete falls or is disqualified in their divisioning event the coach has the following options:

- 1) Submit a faster time or longer distance/greater height
- 2) Concede the event qualifying time/distance/height
- 3) Rerun of the event*

***NOTE:** The following events are eligible to be rerun:

Cross Country: 100m & 500m

Snowshoeing: 100m & 200m

Speed Skating: 111m & 222m

Athletics: 50m, 100m, 200m, 400m, Hurdles,

Aquatics: All 25m, & 50m races

If an athlete falls or is disqualified in the second divisioning race they will have the following two options:

- 1) Submit a faster time
- 2) Concede the event qualifying time

IMPLEMENTATION OF THE MAXIMUM PERFORMANCE RULE CANNOT BE PROTESTED.

Cross Country Skiing Exception

For sports like Cross Country Skiing, where environmental changes can impact the performance of the athlete, the following procedures should be implemented:

Prior to the start of each cross country divisioning event, a forerunner would ski the track to determine a baseline time for the course. The same forerunner would ski the track again prior to the final race in each event to establish if the track conditions favour a faster time. This will establish if a percentage change is required to be made to the maximum performance rule. Coaches will be informed if a percentage change is to be made.

**SPECIAL OLYMPICS NEWFOUNDLAND & LABRADOR 2019
PROVINCIAL BOCCE CHAMPIONSHIPS
BOCCE PROTEST FORM**

Club: _____

Date of Incident: _____

Time of Incident: _____

Event: _____

Name and number of athlete(s) involved:

1. Name: _____ Club: _____

2. Name: _____ Club: _____

3. Name: _____ Club: _____

4. Name: _____ Club: _____

List of Rule(s) Alleged To Have Been Infringed:

Statement Of Facts:

Request Of The Referee:

Signed by:

Head Coach (or designate)

Club

Received by:

Bocce Sport Chair

Time

Date

PROTEST COMMITTEE USE ONLY			
Protest Fee Paid:	Yes _____	No _____	
Protest Committee Decision:	Accepted _____	Rejected _____	
Protest Committee Initials:	_____	_____	_____

Note: A protest, signed by the Head Coach (or designate), must be made to SONL within 30 minutes following the posting of results and/or the end of a game. A protest fee of \$50 must accompany all written protest.

Appendix IV

2019 SONL Provincial Championship

Protest and Appeal Procedure

A reminder that all protests must be endorsed by the Head Coach and submitted **in writing** by the **Head Coach** to the **Sport Specific Manager/SONL** within 30 minutes following the posting of results.

The protest fee of \$50.00 must accompany all protests.

Any discrepancies in results (as posted) should first be checked with the **Results Centre**.

The protest committee will be comprised of:

1. Sport Manager
2. Head Official
3. SONL Designated Representative

Protest forms to be utilized for the 2018 SONL Provincial Athletics Championship were included in the technical package.

The results of the protest committee will be rendered to the Head Coach immediately following the review and follow-up in writing.

Should a Club wish to appeal a protest, decision, the Head Coach must submit a request in writing to SONL Staff. The Appeals Committee will review the request for an appeal to determine if there are grounds for an appeal. If satisfied that there are not sufficient grounds for an appeal, the Committee will notify the Club in writing of its decision. This decision is discretionary and cannot be appealed.

If deemed to have sufficient grounds, the Club will be notified immediately, and the appeal will be heard as soon as time permits. Once the appeal has been heard the committee will notify the Club in writing of its decision.

The Appeals Committee will be composed of:

1. A Chair
2. SONL Representative
3. OC Representatives

Grounds for Appeal

An appeal of a protest decision shall only be heard if there are sufficient grounds for the appeal. Sufficient grounds include, but are not limited to:

- a) Failing to follow procedures as outlined above
- b) Making a decision which was influenced by bias
- c) Failing to consider relevant information or taking into account irrelevant information in making the decision
- d) Availability of new information not heard during the appeal

Appendix V

Section:	MARKETING AND PUBLIC RELATIONS	3000-01
Topic:	<i>Use of Commercial Messages on Uniforms Or Equipment at Provincial Games</i>	
Policy Type:	Provincial	
Effective:	November 2005	Page 1/1

1. Advertising is not permitted on the equipment used or the uniforms and/or numbers worn by athletes or by any person with an official function other than the normal commercial markings on retail goods during the competition.
 2. Athletes not actively involved in competition may wear apparel, carry and use non-sports equipment items, such as tote bags, bearing small and attractively designed identification of corporate or organizational sponsors.
 3. Volunteers, other than sport officials, may wear jackets, t-shirts, caps and other apparel bearing small and attractively designed identification of corporate and organization sponsors at sports venues.
 4. During the Opening and Closing Ceremonies, athletes, coaches, team delegates and other official members in the Parade of Athletes are not permitted to wear uniforms which bear corporate or organizational identification.
 5. Athletes may not endorse products by displaying them in interviews or ceremonies
-

Section:	TRAINING AND COMPETITION	5000-08
Policy Type:	Provincial	
	Alcohol Policy	
Effective:	November 2005	Page 1/1

Alcohol shall not be available to, or consumed by, athletes, coaches, mission staff, team managers and chef de missions, from point of departure to return, or at any sporting event organized by Special Olympics in Newfoundland & Labrador (i.e. National, Provincial, or Regional Events).

Appendix VI

2019 Special Olympics Newfoundland and Labrador
Provincial Bocce Championship
Coach Certification Exemption Form

Club Name: _____

Coach Name: _____ NCCP#: _____

Sport: _____

Has this coach been exempted at past games?

Rationale behind coach certification exemption application:

Club Coordinator / Program Coordinator: _____

Signature: _____

Date: _____

Appendix VI

2019 Bocce Championship

Athlete Skills Assessment Form/Team Registration Form SAMPLE

ATHLETE NAME	30ft (distance in cm)	40ft (distance in cm)	50ft (distance in cm)	Athlete Average
Billy	10	20	13	14.3
Suzy	5	7	10	7.3
Molly	25	25	15	21.7
Johnny	8	9	15	10.7
Bobby	2	5	6	4.3
Sally	30	30	30	30.0
Jimmy	15	17	20	17.3
Jenny	12	14	16	14.0

Team Name: Team Awesome	
Coach: Kimmi	
ATHLETE NAME	ATHLETE AVERAGE
Bobby	4.3
Suzy	7.3
Johnny	10.7
Jenny	14

Team Name: Team Great	
Coach: Colin	
ATHLETE NAME	ATHLETE AVERAGE
Billy	14.3
Jimmy	17.3
Molly	21.7
Sally	30

TEAM AVERAGE	9.08			TEAM AVERAGE	20.83	
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Appendix VII