

INTERSCHOLASTIC UNIFIED INDOOR BOCCE



**2024-2025
COACHES'
RESOURCE
GUIDE**



**Special
Olympics
Pennsylvania**



www.SpecialOlympicsPA.org



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Office of Special Education Programs
U.S. Department of Education



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DEPARTMENT OF EDUCATION

Bureau of Special Education



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Unified Sports[®]

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Please Note all items in **yellow highlight** are new for the 2024-25 school year.

2024-2025 SEASON TIMELINE & DUE DATES

October 29th & 30th Bocce Coaches Webinars

- [Click here](#) for Recording

November 17th

- First day practice can begin

November 1st – 22nd

- Uniform order window and deadline. [CLICK HERE](#) to order

December 4th

- SOPA Registration (waivers) & complete rosters are due
- Coaches Quiz due – [CLICK HERE](#) to take quiz

December 3rd

- Bocce Competition Management Webinar - 3:30pm – [CLICK HERE](#)

December 5th

- Bocce Officials Webinar - 3:30pm – [CLICK HERE](#)

December 9th – February 7th

- League Play

January 7th

- Bocce Post Season Advancement Webinar – 3:30pm – [CLICK HERE](#)

January 17th

- UCS Indoor Bocce Post Season Letter of Intent due

February 10th – February 27th

- League Championships and snow-day make-up matches

March 3rd - March 11th

- Regional Championships

March 11th

- PIAA/SOPA Bocce State Championship Housing Due

Wednesday & Thursday, March 26th & 27th

- PIAA/SOPA State Championship in Hershey, PA

REQUIRED COACHES TRAININGS

All coaches must take the following two courses by the National Federation of High Schools (NFHS). You will need to register with the NFHS but the courses are free.

These courses must be completed before the start of the season on Nov. 15th

National Federation of High Schools: <https://nfhslearn.com/courses>

Concussion in Sports:

- Signs & Symptoms
- When to seek medical attention
- Concussion Prevention
- What to do if you suspect a concussion
- When to return to play

Unified Sports Training:

- Selection of Teammates
- Principle of Meaningful Involvement
- Unified Sports Rules

Upon completion of the above trainings submit your certificates to your UCS Liaison.

NEW COACHES

- In-Person Trainings will be held in November by leagues.

SEASON COACHES

- Coaches Webinar - Participation is mandatory
 - Pre-Season Coach Webinar Recording - [CLICK HERE](#)

COACHES QUIZ

- **All coaches**
- Open book quiz - we encourage you to use your Bocce Coaches' Resource Guide while taking this quiz.
- You must correctly answer 22 out of 26 to pass this Quiz. Your SOPA Liaison will be in touch with you for additional training depending on your results.
- Quiz must be taken by: December 4th
- [Quiz Link](#)

PRINCIPLE OF MEANINGFUL INVOLVEMENT

The most important of the “7 Criteria for the Success of a Special Olympics Unified Sports Program” is the **principle of meaningful involvement**. *Fundamentally, the principle of meaningful involvement ensures that every player is given an opportunity to contribute to the success of his or her team through their unique skills and qualities.* This means that every teammate: (a) demonstrates sufficient sport-specific skills and game understanding; (b) plays a valued role on the team that emphasizes his or her personal talents; and (c) has an opportunity to play without a heightened risk of injury.

All team members must be engaged and provide their own individual abilities and strengths. In so doing, athletes and partners may have different perspectives. The athletes on the team may not be accustomed to the experience of having their contributions accepted and respected. In addition, partners may need to be encouraged to play to their own personal bests while being a good teammate to others.

Consequently, when Unified Sports teams are created, it is extremely important that both athletes and partners are assessed as to their abilities and game play. The goal is that every teammate should play a meaningful role and have the opportunity to contribute his or her strengths to their Unified Sports team. There should be a quality of social interaction and communication among teammates that allows everyone to participate fully and enjoy a positive experience.



Indicators of Meaningful Involvement

- Teammates have the ability and are given the opportunity to contribute to the success of the team.
- Teammates bring their unique talents and personal qualities to the team during training and competition.
- Teammates compete without causing undue risk of injury to themselves or others.
- Teammates participate according to the rules of competition.

Meaningful involvement is not achieved when certain team members ...

- Display superior sports skills without involving their teammates.
- Serve predominantly as on-field coaches rather than teammates or mentors.
- Control most aspects of the game, especially during the most critical periods.
- Do not train or practice regularly and only show up on the day of competition.

Note: It is important that all coaches and program leaders understand the Principle of Meaningful Involvement prior to the selection of team members.

STUDENT RECRUITMENT STRATEGIES

Effective Unified Sports® Student Recruitment Strategies

High schools offering Interscholastic Unified Sports have employed several different successful approaches to recruit Special Olympics eligible students (those with an intellectual disability, cognitive delay, or developmental disability) and students without disabilities to participate on their Unified Sports teams.

Since promotion of social inclusion is one of the key outcomes, a Unified Sports team must have a proportional number of students with and without disabilities.

The following is a summary of best recruitment practices utilized by various high schools for Unified Sports. It is important to use as many as possible to ensure the broadest number of students are being reached.

Overview

- You need a **TEAM of teachers, students, and staff** promoting Unified Sports within a school building. If the coach is the only one doing the outreach, the program will falter.
- Success is predicated on a group of educators and staff being highly proactive and energetic in engaging students and helping them to see the rewards of joining their high school's Interscholastic Unified Sports team. This requires the use of compelling message points and using multiple promotional approaches to sell the program.
- Organize a small **UNIFIED SALES FORCE** comprised of special education teachers, general education teachers, and students, as well as staff involved with the school's extracurricular activities.
- Having Unified Sports promotional pieces (flyers, posters, etc.) are effective in raising awareness of the program and need to be hung in highly visible locations throughout the building. However, these materials themselves DO NOT sell the Unified Sports program. ***Closing the sale is done most effectively by personal selling by the teachers.*** This has proven to be the most successful approach time and again in schools.
- Another strategy to use in conjunction with engaging the teachers is mobilizing the students. Using an **Each One Reach One** approach in which a student persuades a friend or classmate to join them on a Unified Sports team has proven to be highly effective.

Reaching Special Olympics Eligible Students

- Meet with the building's Special Education Team Leader/Coordinator and staff. Provide concise and relevant information about the high school's Unified Sports team at one of their staff meetings and include the head coach's contact information so students and parents know how to reach him/her.
- Engaging special education teachers is vital! They play an essential role by reaching out to their students and parents and promoting the beneficial outcomes of Unified Sports. Teachers should discuss the Unified Sports program with their students, so they fully understand the value and fun of being part of a team; make phone calls to parents of students and share how this fully inclusive sports program is beneficial for their son or daughter; and send letters and information home which also has the coach's name and contact information.
- ***If the special education teacher invests the time to recruit students in his/her class through ongoing encouragement and communication with the students and their parents, this often leads to participation on a Unified Sports team.***
- Work with para-educators and instructional assistants to reach prospective students. Often these staff members have a close relationship with their students and can have a strong influence on them.
- During the team recruitment phase, the head coach should connect often with special education teachers and assistants for an update of the names of students they are actively recruiting. Follow up with these students and their parents, if appropriate.
- Set an ambitious, yet realistic recruitment goal for the special education team to attain in terms of number of Unified Sports participants with intellectual or developmental disabilities. (i.e., each teacher will successfully recruit X number of team members). This number will depend on the sport's roster size.
- *For High Schools with Existing Unified Sports Teams: Enlist the help of current Unified Sports participants and their parents to speak with their peers about the beneficial experience of joining a Unified Sports team.*

Reaching Students without Disabilities

- Ask 4-5 popular general education teachers to be part of the **UNIFIED SALES FORCE**. Provide them with key selling points about the program as well as the benefits and ask each one to personally reach out and convince a set number of students without disabilities to join the Unified Sports team. This number could be two, three or four students per teacher, depending on the roster size of the sport.
- Have these teachers approach certain students they think would be ideal fits for the program and make a personal pitch to them: For example: "I think you would be an excellent addition to the Unified XX team because of your leadership skills and ability to help your classmates reach their potential."

- Make sure **these** teachers get the contact information for the students (name, home room, phone number, and email address) so the head coach can follow-up with them immediately. Also, they need to give the students the head coach's contact information so they can contact him or her with questions.
- **Engaging student leaders in the process is very important!** Meet with them and ask them to enthusiastically recruit their friends and classmates to participate on a Unified Sports team. The head coach needs to connect regularly with these student leaders so he/she can follow up with potential team members.
- Meet with the faculty advisors for various groups and clubs which might have students currently not playing sports who might be interested. These include student government, band, Best Buddies, theater, National Honor Society, debate team, etc.
- Utilize all available communication resources to promote the high school's Unified Sports team including morning announcements, the school web site, social media, assemblies and meetings, emails/letters/flyers, etc.



IUS INDOOR BOCCE ONLINE TEAM ROSTER

On Monday, December 4th you will need to submit your official team roster(s). You will be given a school specific link to use to for your online roster.

Requirements for Unified Indoor Bocce Team Roster:

- The minimum roster size is 6 players and the maximum allowed roster size has been expanded to 10 players.
- There must always be a minimum of 3 Special Olympics eligible students (defined as having an intellectual or developmental disability, including autism with a cognitive delay) **and** a minimum of 3 general education students without any disability on the roster. The balance of the roster can be any combination of Special Olympics athletes and Unified partners.
- For competitions, a team can only activate a maximum of 8 players. A competition day roster must have a minimum of 3 Special Olympics eligible students (athletes) and a minimum of 3 general education students (Unified partners).
- Players who are not activated as part of the competition day roster are not permitted to wear their competition uniform. They can attend the bocce match, but as spectators and supporters of their teammates. This is to eliminate confusion.
- If there is sufficient interest, a school may have a **maximum of two Unified Indoor Bocce teams**, provided each one meets the size and composition requirements.
- Winter season interscholastic sports athletes CANNOT participate on the Unified Indoor Bocce team. Fall and spring varsity athletes are eligible to participate.
- **Please ensure all players know that if your team qualifies for the state championships, that practices will go into the first weeks of spring varsity sports.**

Each school will be able to register two competitive teams.

UNIFORM REQUIREMENTS

Participants are required to be in an official competition uniform for all matches. It is the responsibility of the match/tournament director and match officials to enforce these regulations. **If a student athlete is not compliant with the uniform standards listed below, he/she will not be allowed to compete.** The decision of the official is final.

UNIFORMS – General Specifications

- **The shirt worn must be the team's bocce polo shirt.** The shirt may not be altered. (i.e., sleeveless) in any manner.
- Shirts must be the school's color and have the school's name and Unified Sports logo.
- There can be no markings on the shirt other than the school's name, Unified Sports logo, and normal manufacturer's trim or manufacturer logo (no more than 2¼ square inches).
- When standing, apparel must cover the midriff.
- **No jackets or hoodies or any garment are permitted under or over a player's polo.**
 - A solid color long sleeve is permitted under the polo.
- Pants should be matching solid color for all teammates.
- Jeans and cargo pants, and any shorts are not allowed.
- Docker style, dress pants, athletic pants (with or without striping/piping on the side), sweatpants, yoga pants, leggings are all allowable (see below for picture descriptions).
 - Accent stripes are allowable.
 - May contain school names/mascot.



Not Allowed:

Denim pants (jeans), anything with rips or tears, cargo pants, prints, leggings with cut-outs, shorts.



FOOTWEAR

Allowed:

Athletic sneakers/tennis shoes. Velcro is allowed as needed for participants. Can be any color.



Not allowed:

- Slip On
 - Ex. such as Vans, Toms, Hey Dudes, Crocs
- Boots
 - Ex. such as Uggs, Timberlands,
- Flip-flops, sandals



HEADGEAR

- Athletic hats, such as baseball caps, are permissible. Hats with the school logo are preferable, but not required.
- Rimless headwear, such as beanies and bandanas, are not allowed.
- Religious and medical-related headwear is permissible.

Can our school order our own Polo Shirts? Yes, but they must meet the specifications above and it **REQUIRES PRE-APPROVAL** from Special Olympics PA before you place your order. Please contact your SOPA Liaison for requirements.

Practices

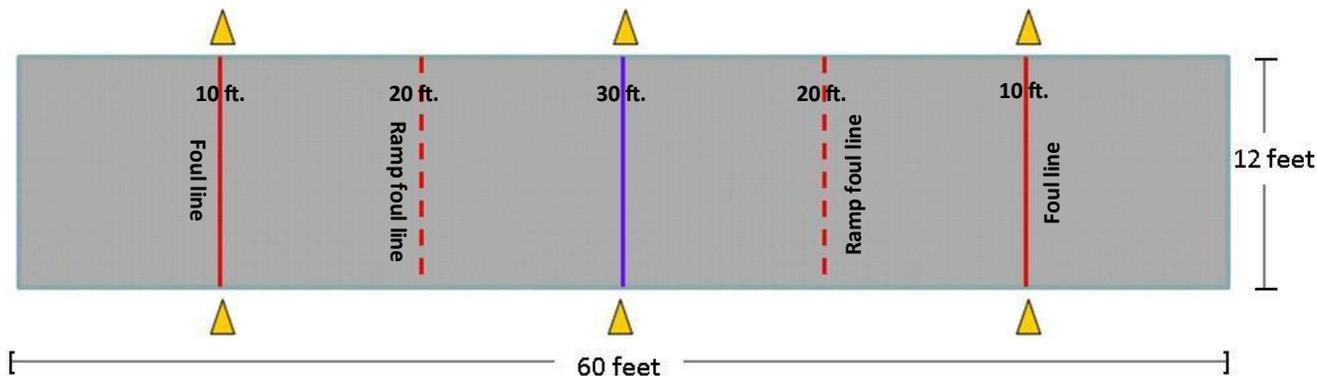
- All teams must practice a minimum of twice a week after school.
- On weeks when you have a match, you are only required to have one practice.
- All Practices should include 10 minutes of Fitness Training.

COMPONENT	INCLUDES
Warm Up	Speed walking or jogging around gym or practice area – 2 times
Dynamic Stretching	Exercises to get the heart pumping/Fitness Training Ex. high knees, arm circles, waist twists, wrist twists, jog through hoop agility ladder
Skills Training	Set up skills for the team to work on such as Pointing, Dead ball, Banking etc. Ex. Pallina on the 40 ft. line – get your bocce as close as possible Pallina with 2 bocce balls in front of it, how do you get to the pallina?
Game or Game like situation	Play a game or set up a challenge that you would see in a game. Ex. have a contest to see who can get closest to the Pallina on the 40 ft. line, the 30 ft. and the 50 ft. Winner leads exercises next practice.
Cool Down	Speed walking or jogging around gym or practice area – 2 times
Static Stretching & Team Chat	Exercised to slow the heart down and discuss next practice and what you did that day. Ex. Reach and touch the sky, hold, now down to the ground. V-Sit and reach to each side

Interscholastic Unified Indoor Bocce Rules

1. Bocce Court Size and Equipment

The dimensions of a Special Olympics 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. Additionally, a mid-court line is marked 30 feet out from the end boards with tape and/or two cones. Additionally, a mid-court line is marked 30 feet out from the end boards with tape and/or two cones.



Bocce Balls - There are two sets of four bocce balls. One set of balls rolled by one team is green and one set of balls rolled by one team is red. A smaller target ball (typically yellow or blue) is called the pallina.

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

Specifications Source: [Bocce Mart](#)

Specific material components:

- Gel Filling— it is very rare for the gel filling in a Bubba Bocce ball to leak. If it does, rest assured that the gel filling is a completely inert, non-toxic high-density mixture, which is safe and easy to clean up with only soap and water. It is completely harmless to all animals and humans and no gloves or protection need to be worn when cleaning it up or off your hands.
- If the balls are picking up dust, simply wash them with soap and water and allow them to air dry.
- If the balls seem low on air, simply use a handheld air pump (just like you would use on a soccer ball or volleyball) and give it a small pump of air. **Be careful not to overfill the ball. The size of the bocce ball should be 107mm.**

How to construct your court?

- You will need the following:
 - 2 pieces of PVC. 2 inches by 2 feet – schedule 40
 - 28 Pieces of PVC – 2 inches by 5 foot – schedule 40
 - 1 box of inserts from Bubba Bocce
- A diagram for putting the court together is under the supporting Material at the end of this handbook.

2. Roster and Lineup Composition

TEAM ROSTER

- For internal reference purposes only (i.e., in the rules, resource guide, or on rosters), students eligible for Special Olympics are referred to as “athletes” and students without intellectual disabilities are referred to as “partners.” **However, during practices and competitions, everyone should be called teammates to promote equality.**
- Students with other disabilities are welcome to participate as Unified partners. To foster a truly inclusive environment, however, the majority of Unified partners should not have a disability.
- The minimum roster size is 6 players and the maximum allowed roster size has been expanded to 10 players.
- There must always be a minimum of 3 Special Olympics eligible students (defined as having an intellectual or developmental disability, including autism with a cognitive delay) **and** a minimum of 3 general education students without any disability on the roster. The balance of the roster can be any combination of Special Olympics athletes and Unified partners.
- For competitions, a team can only activate a maximum of 8 players. A competition day roster must have a minimum of 3 Special Olympics eligible students (athletes) and a minimum of 3 general education students (Unified partners).
- Players who are not activated as part of the competition day roster are not permitted to wear their competition uniform. They can attend the bocce match, but as spectators and supporters of their teammates. This is to eliminate confusion.

Student Athlete Requirements and Eligibility

- All participants must complete **both** forms to be eligible for participation:
 - PIAA Comprehensive Initial Pre-Participation Physical Evaluation
 - The school will file this form as they do all PIAA Participant forms.
 - SOPA Waiver
 - This form should be completed by families or guardians
NEW Link to SOPA E-Waiver will come directly from your SOPA UCS Liaison
 - **Paper copies are available if needed** – contact your SOPA Liaison
 - This co-ed program is open to boys and girls who must be in the 9th – 12th grades.
 - Students receiving services from the school district up until the age of 21 are also eligible.
 - Winter season interscholastic athletes are not eligible to be members of the Interscholastic Unified Indoor Bocce team.

GAME DAY LINE-UP

- Game day rosters **MUST** stay intact for all games played during a match. There is no changing of the roster between games.

- If a school has two teams, it is against the rules to move players from one team to the other.
- For an official match to be played, a team must have a **minimum of 4 players: 2 athletes and 2 Unified partners.**

Penalty - If a team has less than 2 athletes and 2 Unified partners, they forfeit the game, and an exhibition (non-scoring) game may be played.

- If a team must forfeit, the non-forfeiting team will receive 8 points, making the final score 8 – 0 in favor of the non-forfeiting team.

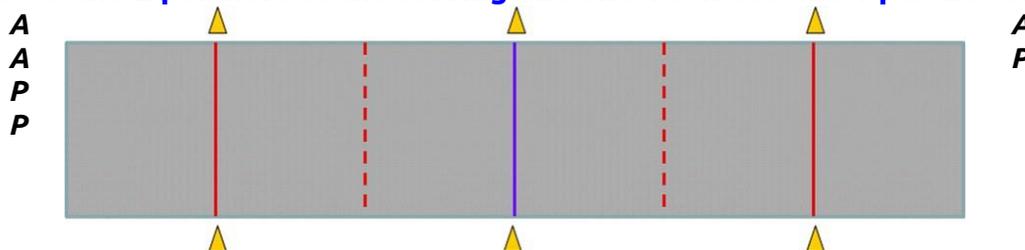
During competition, a team must use a minimum lineup of four players (2 athletes, 2 Unified partners) for each frame. A frame consists of both teams delivering all four of their bocce balls. Each player in the lineup must roll one ball during a frame.

Teams may use up to a maximum of 8 players in a game, provided all the players are delivering at least one bocce ball every other frame. For example, if a team has eight players, four are assigned to one end (2 athletes and 2 Unified partners) and the other four are assigned to the opposite end of the court (2 athletes and 2 Unified partners). If one end has a group of less than four players, the coach will designate the additional players needed to reach four.

A team's lineup for each frame always must consist of two athletes and two partners. In addition, each player of like role/type (i.e., athlete, partner) will have (approximately) equal opportunities to deliver the bocce ball.

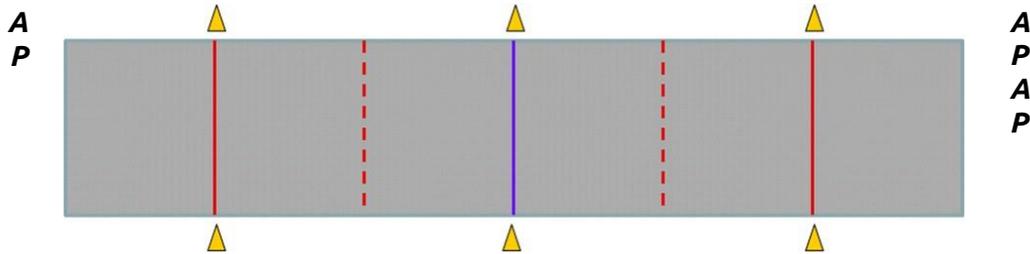
Teams with an active game day 8 team members (4 athletes & 4 partners) should not be rotating. Each set of two athletes and two partners must remain on the same end throughout the game.

Example: A team with 6 players (3 athletes 3 partners) would begin Frame 1 with 2 athletes and 2 partners at the serving end and 1 athlete and 1 partner at the far end.



For Frame 2 – 1 athlete and 1 partner from the serving end will join the 1 athlete and 1 partner from the far end to maintain the 2 athlete/2 partner requirement for each

frame.



This rotation of athletes and partners will continue through the entire game.

If your team has more athletes than partners or more partners' than athletes, please remember that all of them must roll bocce balls throughout the course of the match and alternate by frame.

If 6, 7, or 8 players are competing for a team, no one individual player is permitted to roll more than two consecutive frames. Please use the Player Rotation Guide in the "Supporting Materials" in this Bocce Resource Guide.

3. Length of Game

A game is completed when either:

- (a) one team reaches 16 total points: or
- (b) the designated time limit of 30 minutes has elapsed.

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.

Overtime: If both teams are tied at the end of regulation time, one additional frame is contested to break it. There are no ties in bocce games.

PENALTY: If a score is recorded as a tie for any individual game, it will not count as a win or loss for either team. The points accumulated during the game will not count towards a team's total points.

2 Minute Warning – When two minutes are left in the game, the timer will announce the 2-minute warning and no new frames will begin.

- Complete the current frame to end the game.
- One attempted pallina roll must have occurred prior to the warning to continue the frame. If completion of the last frame ties the game, another frame will be played.

Scheduling Formats for Matches - A school will compete in a dual match involving one other school. The following are how competitions are structured based on the number of teams for each school.

1. Both Schools Have One Team - Play two games. If one team wins the first two games, the match is over. If each team wins one game, then a **Golden Frame** may be played to determine the overall school who wins the match.

2. Both Schools Have Two Teams – Each team plays two games. Two bocce courts are needed. The visiting school brings their bocce court, set of indoor bocce balls, all

connectors, and equipment (measuring tape and cones). If one school wins 3 or more games, the match is over. If each school overall has 2 wins, then a **Golden Frame** may be played to determine the overall school who wins the match.

- 3. A School with One Team vs. a School with Two Teams** – The school with one team plays one game against each of the two teams from the other school. If there is 1-1 tie after the two games, then a **Golden Frame** may be played to determine the overall school who wins the match. One bocce court is needed.

Golden Frame - If the overall wins for each school are tied after two games (1-1 or 2-2), then a Golden Frame may be played to determine the overall school who wins the match.

- Each school will pick 2 athletes and 2 partners from the same team to play this one frame.
- Coaches report the names to the scorekeeper to add to the score sheet.
- A coin toss is held. The winner chooses their ball color & rolls the pallina first.
- No time outs are allowed, but all other rules are in play.
- This is only one frame (8 total balls rolled) – The winner of the frame wins the match.
- If both schools agree they don't want to play it, they don't have to and can end the **match** in a tie.
 - If one school wants to play the Golden Frame, then the other school must play
- It will have NOTHING to do with points - it is simply a tiebreaker between schools, not necessarily individual teams. This does not go towards your record and is not counted for points tracking.
- Only divisional scheduled games will go towards record and points tracking.

See the Supporting Materials section of this Guidebook for more information on each competition Format.

4. Sequence of Play

- a) One team has a set of 4 green bocce balls and one team has a set of four red bocce balls. All 8 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 pallina.
- b) During play, all bocce balls must remain in the respective corner of the service box until the player is entering the service box. Team members should not be holding the balls while seated waiting to play.
- c) Team Captains will be called to the serving line for the coin toss. Each team has 2 captains. One athlete and one partner.
- d) A coin flip, called by Team Captains, at the beginning of the game determines which team rolls or tosses the pallina and the first bocce ball. The team winning the coin

flip also selects the color of the bocce ball they will use.

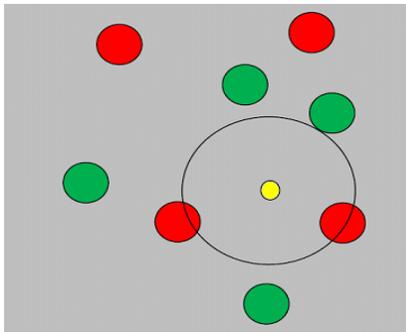
- 1) A player has 3 attempts to roll or toss the pallina past the mid-court line and have it stop before the foul line on the opposite end of the court. If the pallina comes to rest on (not over) the half court marker (30ft line) or the 50ft line, it is deemed an unsuccessful attempt.
 - 2) On the toss, the pallina must stop prior to the foul line on the opposite end of the court. If the pallina passes the foul line, hits the backboard, and bounces back in the play area, it is deemed an unsuccessful attempt.
 - 3) If he/she is unsuccessful on all three attempts, a player for the opposing team is given one opportunity.
 - 4) If that player is unsuccessful, the official will place the pallina in the center of the play area at the 40 ft. line.
 - 5) At no time does a team lose its earned pallina advantage of being able to deliver the first bocce ball. The player delivering the pallina for the team winning the coin toss must also deliver the first bocce ball.
- e) When the pallina is first delivered at the start of the frame, if it stops 12 inches or less from the sideboards, the official will move it 12 inches away from the sideboards. After this initial placement, the pallina can be moved by a bocce ball anywhere inside the court, including against the **sideboards or backboard.**
- After the first player delivers the pallina and first bocce ball, the opposing team then rolls the next bocce ball.
 - Remember all bocce balls and the pallina on the court are in play. If any bocce balls or the pallina hits the back wall or settles in the back 10 feet (service area) – they are still in play.
- f) The head official will not call for the next roll of a ball until the pallina or the currently played ball has come to a complete stop. If a player, at any time during the game, delivers his or her ball before the pallina or a currently delivered ball has come to a complete stop, the ball just delivered should, if possible and safely, be stopped by the referee before it reaches the balls “in contention.” This is 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 the impacted balls to where they were before the improper ball delivery took place and remove the just delivered ball from the court.
- g) After the second bocce ball is delivered, whatever team has its color ball closest to the pallina steps aside and allows the other team to continue to roll its bocce balls until it gets one of them closest to the pallina. When this occurs, then the opposing team rolls its color bocce balls until it gets one closer to the pallina. 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 pallina, you do not roll another ball until the other team gets a ball closest to the pallina. A good way to officiate is to say, for example, “Green (ball) is in, red rolls.”
- h) This sequence continues until both teams have delivered all four of their balls, thus concluding the frame.

- i) The official determines the points earned by the winning team. One team may receive 1 to 4 points depending on how close their balls are to the pallina. The team that is awarded points is presented with the pallina to roll out to begin the next frame and the other team receives 0 points for that frame.
- If a measure is required to determine the points, the clock will stop on the command of the head official for the measure to happen. The clock will restart once the points have been announced.**

5. 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 pallina (the small yellow/blue ball) than the closest ball of the opposing team.



EXAMPLE:
RED scores 2 points because there are two red balls closer than any one GREEN ball.
GREEN scores 0 points during this frame.

In cases where two opposing bocce balls are positioned very close to the pallina, the official will measure to determine which one is closer and award the point (see Section 8 – Additional Details for the proper approach to use when measuring). If the two closest opposing bocce balls are exactly the same distance from the pallina, then 0 points are awarded for that frame and the team that started the frame will be presented with the pallina to roll out to begin the next frame.

If the pallina and bocce balls are touching (aka - kissing), there are no additional points given.

6. Legal Delivery of the Bocce Ball and Pallina

Players are permitted to roll the bocce ball or pallina by using one hand and releasing the ball below the waist. A player can grip the ball by placing his/her hand over or under the ball – see images below.

A proper delivery is defined as releasing the ball below the waist and from a kneeling or standing position. A participant may roll a ball from a seated position in a wheelchair or standing position. NOTE: Releasing the ball below the waist is a safety precaution to maximize ball control.

Penalty – A ball released above the waist or from a sitting/laying position will be considered a dead ball

For those athletes requiring it, see Section 8 for more information on ramps.



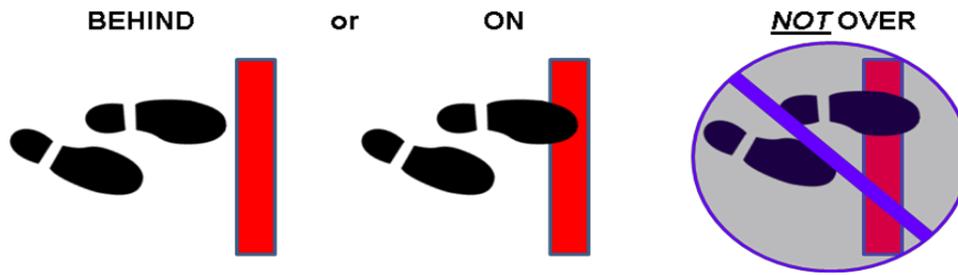
Figure 1 Underhand

Figure 2 hand over ball

Players must have their feet (knees if kneeling, front supports of a walker (cane) or wheels if in wheelchair without a ramp) 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. Players using ramps have an option of using an extended foul line to 20 ft.



Penalty: A player committing a foot fault - the roll will be considered a dead ball.

If possible and it's safe, the referee will seek to stop the ball just delivered before it reaches the pallina and the other balls "in contention." The just released ball is removed from the court and declared a dead ball. If the just released ball comes in to contact with the pallina and/or other balls "in contention," and these balls are moved from their original position, then the referee will place the balls back as close to their original position as possible and play will continue.

Additional Ball Delivery Rules:

- Players may hit the side boards and end boards with their bocce balls. These are legal rolls.
- Any bocce ball which leaves the court is ruled a dead ball. The ball will remain outside the court and will not be replayed during that frame.
- If a bocce ball is hit out of the court by another bocce ball, it is ruled a dead ball and will remain outside the court for that frame.
- If the pallina is hit out of the court, the frame is declared dead.
 - All 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.
 - The team who rolled the pallina at the start of the dead frame will start the new frame.

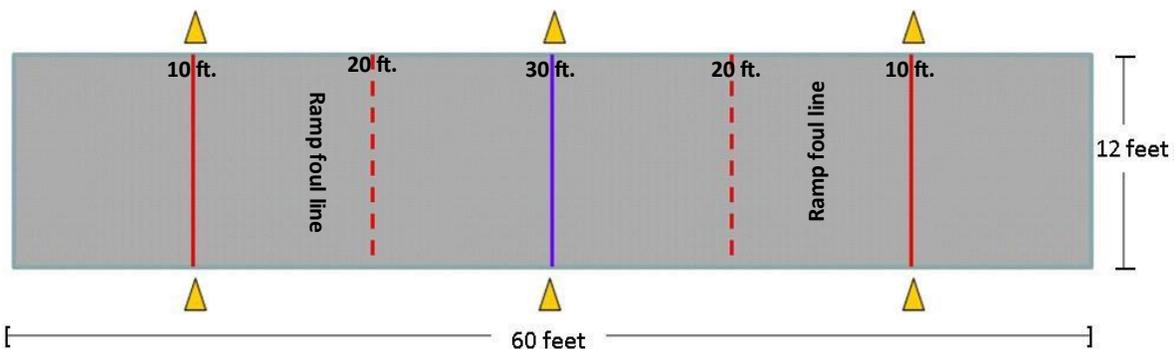
7. Terms

- **Pallina:** Small target or object ball (usually yellow or blue)
- **Bocce Ball:** Larger balls (usually red or green) that are rolled or tossed at the pallina
- **Dead Ball:** Any ball that has been disqualified or forfeited
- **Live Ball:** Any ball in play that has been delivered
- **Pointing:** The action of rolling a ball to obtain a point close to the pallina
- **In contention:** Balls that an official would deem to be balls that he/she will potentially need to measure or award as scoring balls
- **Foul:** A rule infraction for which a penalty is prescribed
- **Hitting/Shooting:** The action of rolling a bocce ball at another bocce ball or pallina with sufficient velocity for the purpose trying to hit and reposition it.
- **Bank or Rebound Shots:** Bank or rebound shot refers to playing a ball off either the sideboards or end board
- **In:** The bocce ball nearest to the pallina
- **Out:** The bocce ball that is furthest from the pallina
- **Play Area:** Area between the 30 and 50 ft. lines

8. Ramp

There are many different types of ramps that may be used. It must be self – supported and stand on its own without the assistance of another individual. A ramp must allow for a player to deliver (push/touch, etc.) hit/her bocce ball/pallina on their own. No device can be used which propels, pushes, or hits the bocce ball. When the bocce ball is delivered it must be touched only by the player.

- A ramp is to be utilized by a player that does not have the physical capability to roll with their hands.
- Players with a ramp may use an extended foul line at the 20ft mark from which to play their bocce ball. The end of the ramp must be on or behind the 20ft foul line.



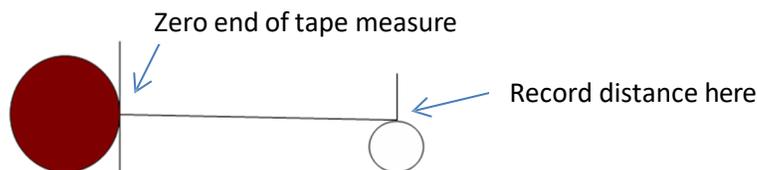
Ramp Assistant Guidelines

- For players using a ramp, one of their teammates must listen to the player delivering the bocce ball regarding the positioning of ramp.
- The ramp assistant/teammate starts by putting the ramp at the center of the court behind the foul line.
- The assistant/teammate then turns their back to the balls in contention and asks for instructions from the player about moving the ramp to the left or right.
- The teammate using the ramp must provide the instructions for the final ramp placement.
- The teammate using the ramp may not ask the assistant/teammate or officials for specific distances.
 - This follows Unified Sports principle of meaningful involvement which ensures all participants are provided with the opportunity to contribute to their team.



9. Measuring

Proper Measurement Procedure: When measuring the distance of the bocce ball from the pallina, 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 pallina. The distance calculated is from the center side of the bocce ball to the top center of the pallina.



10. Ties in Measurement

- **During the Match**
 - The color of the ball rolled that causes the tie needs to roll their next ball to become the “In” ball.
 - If there are no more balls to roll, then the other team will role to break the tie.
- **At the end of the Frame**
 - If after all eight balls are rolled and the 2 balls closed to the pallina are different colors, then the frame is null and void.
 - No points are given for that frame.
 - Start the next frame with the team that rolled the pallina to start the voided frame starting the new frame.

11. Additional Details

Court Entry

- Only one player at a time may access the court (unless being aided due to visual or physical needs)
- Instructional assistance may not be provided by a teammate once a player steps into the court.

Penalty: If instructions are given to the player in the service box by the coach, other team members, or spectators, the roll will be considered dead, and the ball will be removed from the court for that frame.

- A player may enter the court through the court sides or back.
- A player is not allowed to step out of the court once he or she enters it. The player must roll the ball before leaving the court.

Penalty: A dead ball will be called, and the ball will be set outside the court and not played.

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/or provide physical assistance with the delivery of the 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.

Visual Impairment:

Players with a visual impairment are permitted to have a cone or teammate behind the pallina and provide verbal cues as to the location of the pallina. A bell or other sound-emitting apparatus also may be used. No coaching is allowed; just cues such as "I am standing in back of the pallina."

Checking Position of Bocce Balls for Points:

One player from each team may proceed down the outside of the court before delivering his/her ball. The player must remain outside of the court while checking the position of balls for points.

12. Coaches Chair

Coaches are required to remain within the confines of the "Coaching Chair" area which should be positioned at the 30ft line on either side on the court (based on facility set-up). Coaches may stand in the coaches' chair area but may not stand next to their team that is playing.

- Coaches may NOT provide instructions to the team once the game begins except during a time-out.
- Coaches may provide positive affirmations such as "good roll", "nice job," etc.
- Coaches may provide generic prompts such as "roll the ball." This is not considered coaching but a command to keep play moving.

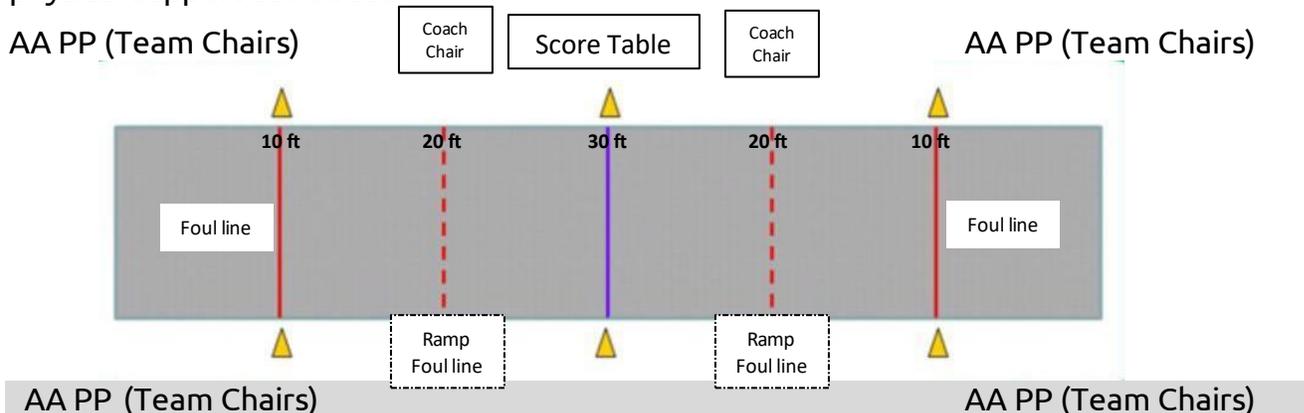
Penalty: If instructions are given to the player in the service box by the coach, other team members, or spectators, the roll will be considered dead and the ball will be removed from the court for that frame.

Athletes in need of assistance

- Coaches must identify student athletes who need support on the preseason rosters. Coaches should reiterate during coaches meeting which athletes have 1:1 support.
- Non-players (1:1 or paraprofessionals) may transition from one end of the court to the other between frames.

Exception: For those players that require additional assistance and support due to their disability level, a teammate may assist the player onto the court and, if necessary, provide assistance with physical balance, but may not direct, instruct, or assist the roll whatsoever.

No coaching allowed by this individual, they are there for emotional support and/or physical support as needed.



13. Time Outs

During the competition the official may allow the coach to speak to the players during an official "Coaches Time-Out"

- Each team is permitted to have one 60 second time-out per game.
- Clock will start again once the next bocce ball or pallina is released.
- Coach must request the time out to the official.
- A team may call for a time out with or without possession
 - All bocce balls must come to a complete stop before a time out is granted.
- Allowable anytime during the game, except during the Golden Frame.
- Once the official announces the time out, the coach will go to the players.

14. Delay of Game

If within the last 7 minutes of play a team appears to "slow down" or "delay the game"

to retain their lead for the win, the official will do the following:

Penalty:

- Give the Head Coach of the team a warning.
- After a warning is given for delay of game, if it occurs a second time, the offending team will forfeit the frame and the opposing team will receive four points.

15. Managing Pace of Play

Officials are responsible for helping to keep the pace of play flowing to allow for the most playing time possible. They will use the following prompts to help keep student athletes on track:

- **Prompt 1** is from the Head Official – “Red in, Green roll”
- **Prompt 2** will be given by Head Officials 10 seconds after first prompt
Exceptions: Allow wheelchair, visual/hearing impaired athletes to get into place before 10 second count would begin.
- **Prompt 3** will be given 10 seconds after Prompt 2; Head Official will declare “I will start a 10 second countdown.”
 - 10 second hand count will be displayed by the head official

Penalty: If the ball is not played within the 10 second hand count, the ball will be declared dead and will be removed from the court for the frame.

16. Sportsmanship

In the spirit of sportsmanship, at the conclusion of each game teams should come together and shake hands.



COMPETITION MANAGEMENT MATERIALS

Game Day Overview

- Expect the entire event (arrival, warm-ups, competition) to last 2 hours. (It will be shorter if a Golden Frame is not played).
- Bring snacks if your team needs them. This is not required but recommended.
- The visiting team arrives at the match on time – minimum 20 minutes before start time.
 - **Arrive dressed, if possible.**
 - If not – set up courts, then send teams to dress.
- Head Coaches – Hand in lineup card to score table. Remember only team members on the official roster are eligible to play.
- The home team head coach and the bocce official(s) should meet with the visiting team coach at least 5 minutes before the start of the match to share any needed information.
- Determining court needs:
 - If teams have 1 team each – 1 court is needed.
 - If each school has 2 teams each – 2 courts are needed.
 - If one school has 1 team and the other has 2 teams – 1 court is needed.
- Please make sure the competition is treated the same as any PIAA event. For example, music can be played before the start of games or in between games, but never during the actual competition.

Game Day Timeline

- 20 minutes to set-up, warm-up and submit line-up cards
- 5 minutes – Welcome, National Anthem and roster announcement
- 35 minutes – Game(s) 1 (30 minutes game with 5 minutes between)
- 35 minutes – Game(s) 2 (30 minutes game with 5 minutes between)
- 10 minutes – Golden Frame (if necessary)
- 15 minutes – Clean up and departure

UNIFIED BOCCE COMPETITION MANAGEMENT



Special Olympics
Unified Sports®

Officials

- The host school is required to recruit bocce officials, provide them with the rules in this resource guide to carefully read and review, and ensure they watch the required Bocce Officials' Training Video.
 - [CLICK HERE](#) for link to training video.
- The host school may ask the visiting school if they have an official who would like to co-officiate the games.
- A head bocce official must be an adult and CANNOT be the head coach, a player, or any person with an official role on the team. They must be independent and objective.
- The line judge official may be an adult or responsible student who is NOT on the team.

Head Coach and Athletic Director should determine the following:

- ✓ Who will be the Event Director?
- ✓ Who will recruit the officials? Volunteers?
- ✓ Who will work with the appropriate staff to ensure tables and chairs are set up, bleachers are pulled, the main scoreboard/timer is set up, the sound system is operational, and any other logistics?

School Announcements

- Make school announcements about the match in the week leading up to it.
Example: *Tuesday at 3:30 pm our own Warriors will be taking on the Seaside Heights Wildcats in Unified Bocce. Come out and cheer our team on!*
- Game day morning – Reminder Announcement
Example: *After school today in our gym the Warriors will be taking on the Wildcats in Unified Bocce. Come out and cheer on the Warriors!*
- Day after Game Day – Announce the results
Example: *Our Mighty Warriors won a close one yesterday 2 to 0. Great job by our Unified Bocce team!*

Volunteers

- 1 Scorekeeper – Student/Adult per court
- 1 Recorder/timekeeper – Student/Adult per court
- 1 Head Official – Adult per court
- 1 Line Judge Official – Student/Adult per court
- 1 Announcer/scoreboard operator

Set up for each court

- Bleachers are pulled out for spectators
- An electronic scoreboard or stopwatch is used to keep the time for all matches (30 minutes per match) and to display the score
- Public address system
- 16 Chairs for teams
 - a) 8 on each end of the court (4 chairs for Team # 1 on one side, 4 chairs for Team # 2 on the other side)
- Scorer's table & 4 chairs (two behind the table, 1 on both sides of the table (coach chairs))
- 1 tabletop scoreboard or flip chart (your PE teacher can help you with this)

Items for Scorer's Table and Public Address

Announcer Score Table:

- Copies of attached bocce score sheet or computer connected to internet to complete electronic score sheet
- Pencils (if necessary)

Public Address Announcer:

- Announcers Script (outlined below)
- Attached Bocce Spectator Guidelines
- National Anthem recording or students singing it.
- Music can be played prior to the start of competition and in between games, **but never during actual competition** (think of a golf tournament)

Official Needs

- Measuring Tape
- Coin for the toss
- Video – How to Officiate Bocce (officials are required to watch this video and carefully read and review the rules prior to competition day)
- Green/Red paddle or construction paper – These are used to indicate which team is up in a frame to deliver their bocce balls
 - a) A table tennis paddle can be used with red paper/paint on one side and green paper/paint on the other side
 - b) If table tennis paddles are not available, use two pieces of construction paper (one red and one green) which are cut in half and stapled or glued together.
 - c) One piece of white paper with one side colored red and one side colored green

Competition Formats:

The competition format will depend on the number of bocce teams participating from each school.

A school will compete in a dual match involving one other school. The following are how competitions are structured based on the number of teams for each school.

- **Both Schools Have One TeamP**

- 2 Matches are played with an optional Golden Frame if needed.
- 1 bocce court is needed.

Game 1 - School A Team 1 plays School B Team 1

Game 2 - School A Team 1 plays School B Team 1

Golden Frame (if needed) - If the schools are tied 1-1, a Golden Frame may be played
School A (choose 2A & 2P) plays School B (choose 2A & 2P) for ONE frame.

- **Both Schools Have Two Teams**

- Each team plays two games following the schedule below.
- Two bocce courts are needed. The visiting school brings their bocce court, set of indoor bocce balls, and equipment (measuring tape and cones).

Game 1, Court 1 - School A Team 1 plays School B Team 1

Game 1, Court 2 - School A Team 2 plays School B Team 2

Game 2, Court 1 - School A Team 1 plays School B Team 2

Game 2, Court 2 - School A Team 2 plays School B Team 1

- The school with a 3-1 or 4-0 record wins the match.
 - If the schools are tied 2-2, a Golden Frame may be played
 - School A (choose 2A & 2P from one team) plays School B (choose 2A & 2P from one team) for ONE frame.
 - Teams may **not** be combined for Golden Frame. (Players from School A Team 1 and School A Team 2 should not be combined)

- **A School with One Team vs. a School with Two Teams**

- The school with one team plays one game against each of the two teams from the other school.
- One bocce court is needed.

Game 1 - School A Team 1 plays School B Team 1

Game 2 - School A Team 1 plays School B Team 2

- If the schools are tied with 1 win each, the school with two teams will choose which team will compete in Golden Frame.
 - School A (choose 2A & 2P from one team) plays School B (choose 2A & 2P from one team) for ONE frame.
 - Teams may **not** be combined for Golden Frame. (Players from School B Team 1 and School B Team 2 should not be combined)

Host Site Head Coach Responsibilities

Prior to the start of the match confirm the following:

- ✓ Ensure that both teams play only official players during the match. You will have an official list of who are eligible team members.
- ✓ Ensure the players on both teams are dressed appropriately. If not, the player will not participate until dressed appropriately.
- ✓ If one of the teams does not have the minimum of 4 players on Game Day (2 athletes/2 partners) that team forfeits, and an exhibition game may be played.

Announcer's Responsibilities:

1. Opening Ceremonies
2. Announces the teams playing at each court.
3. Announces the scores of each game after the completion of each frame.
4. Announces when there are 2 minutes left in the game.
5. Ensures music is only played prior to competition and in between games, and not during the games.

Opening Ceremonies:

Example Script:

Good afternoon ladies and gentlemen, and welcome to today's Interscholastic Unified Sports Indoor Bocce Competition. My name is _____ and I am the emcee for today's event. Please rise if you are able for the playing of today's National Anthem
(or please rise if you are able and join _____ in the singing of our National Anthem).

Let's get started, let's hear it for the home team _____
(Announce the team members at this time.)

Let's welcome their opponents' _____.
(Announce the team members at this time.)

At this time, all team members please rise for the Special Olympics athlete's oath. Repeat after me:

Let Me Win (pause for response)

But if I cannot win (pause for response)

Let me be brave in the attempt (pause for response)

It is my pleasure to announce today's competition officially open. Good Luck!!

On Court 1 we have Team _____ playing Team _____.

(If needed) On Court 2 we have Team _____ playing Team _____.

Once everyone is in place –

Announce - Captains meet the official at the service line for the coin toss.

Once the coin is tossed and the official is heading back to the midline of the court –
Announce – *Start the Clock and let's begin*

When there are 2 minutes left in the game –
Announce – *Officials this is the two-minute warning, please complete the current frame.*

Once the final score is posted –

Announce - *The final score is _____ <high school name> _____ with a score of ____ and _____ <high school name> _____ with a score of ____ Congratulations _____.*

Then announce the teams for the next game.

Score Keepers/Recorder Responsibilities:

1. Ensure the electronic score sheet is complete
 - The names of the school are correct
 - Each player on the team roster is listed at the bottom of the sheet
 - Partner/Athlete column is completed
 - Captains (1 Athlete & 1 Partner) are designated
 - Court Number (if 2 or more courts)
 - Which team is green and which team is red
 - Put the score into the score sheet frame by frame
 - Indicate which team won the game
2. Change the score on the flip chart if not using electronic scoreboard
3. Listen for the 2-minute announcement and make sure the officials have heard the announcement.
4. After the 2-minute announcement, a new frame should not start, **unless the game is tied.**
5. Provide the Announcer with the final score to be announced.

BOCCE ADVANCEMENT TO PIAA/SOPA STATE CHAMPIONSHIPS

Interscholastic Unified indoor bocce continues to grow in popularity across the state. As we continue to grow the number of teams competing, SOPA will be moving to a layered approach to advancement to the state championships. Each qualifying team will need to advance through their league championship, and then a regional championship competition before moving to the state competition to be held in Hershey, PA. Note - not all teams will qualify for league championships. Records and points scored throughout the season will determine which teams will qualify and your SOPA UCS liaison will share results throughout the season.

1. League Championships (after school day)
2. Regional Championships (during school day)
3. PIAA/SOPA State Championships (overnight trip)

2025 SOPA/PIAA UNIFIED INDOOR BOCCE STATE CHAMPIONSHIPS – March 26th & 27th

This year up to 8 teams will qualify for the Unified Indoor Bocce State Championships based on winning their respective regional championships. Here are the basics:

- **Wednesday evening, March 26th** – Teams arrive at the Days Inn - Hershey no later than 5:00 pm. All teams will be housed in a hotel in Hershey by Special Olympics PA.
- **Thursday morning, March 27th** – GIANT Center, 550 Hersheypark Dr., Hershey, PA 17033

SPECIAL OLYMPICS PA WILL PROVIDE THE FOLLOWING

- Competition management and coordination of all event logistics
- Wednesday (March 26th) – Dinner, activities, and housing in Hershey, PA
- Thursday (March 27th) – Breakfast, lunch, competition, Opening Ceremonies, & awards.

YOUR SCHOOL WILL PROVIDE

- Transportation to Hershey
- 2 coaches (there is a required ratio of 4 students to 1 adult per Special Olympics PA policy)
- Teams MUST have a minimum of 6 and a maximum of 8 team members
- All athletes MUST be dressed in proper uniform; Unified Sports Indoor Bocce School polo (provided by SOPA earlier in the season), matching black or blue pants or khakis (NO jeans), and sneakers.
- Completed 2024-25 PIAA/SOPA Athlete Medical for all athletes and Unified Partners.

ADVANCEMENT CRITERIA

- Teams will advance from each League Championship Event to the Regional Championship.
- The top team from each Regional Championship will qualify for the State Championships. All teams interested in competing in Hershey MUST complete a Letter of Intent (LOI) and only teams that indicate that they are interested in both regional and state competition will advance past league championships. **The LOI is due by January 17th, 2024.**

HOUSING:

- Athletes and coaches will be housed in the Days Inn Hershey booked by Special Olympics PA.
- Who we house:
 - Athletes/Unified Partners
 - Coaches
 - Bus driver
 - 1:1 allowable if the athlete has an IEP stating the athlete must have a 1:1 during the school day.
 - All adults in housing with students MUST have 2 clearances completed and provided to SOPA prior to March 26th.
 - PA State Police Background Check
 - PA Child Neglect/Abuse Registry Check
 - *We do not house parents or guardians.*

Supporting Materials

Ramp Styles/Building Instructions

Court Construction Diagram

Blank Training Plan

Player Rotation

Spectators Guide to Bocce

Game Day Score Sheet

Line-Up Cards

Letter of Intent for PIAA/SOPA State Championships

Ramp Styles/Build Instructions

There are many different styles of ramps that come in various sizes, shapes, and colors. Below you find some basics on building a ramp along with a few examples of legal ramps. All allow for the individual to independently release the ball, while being self-supported without the assistance of another individual.

- Start with a 6 inch diameter x 5 foot long (schedule 40) PVC pipe – Ramp should be able to lay on the athletes knees and the bottom of the ramp should be able to touch the floor.
- Cut pipe in half – horizontally
- Shave each side of the PVC pipe down 1 ½ inches. The rolling area of the ramp should be wide enough to support the bocce ball as it rolls without sticking or catching on the sides of the ramp. Remember to smooth the edges.
- A handle may be glued at the **back** or the **side** of the ramp where the player releases the bocce ball.
- At the **bottom** of the ramp, on the **back** side, place non-slip dots to prevent ramp from sliding.



60 x 12' Bubba Bocce(tm) Indoor Court Boundary Construction Instructions

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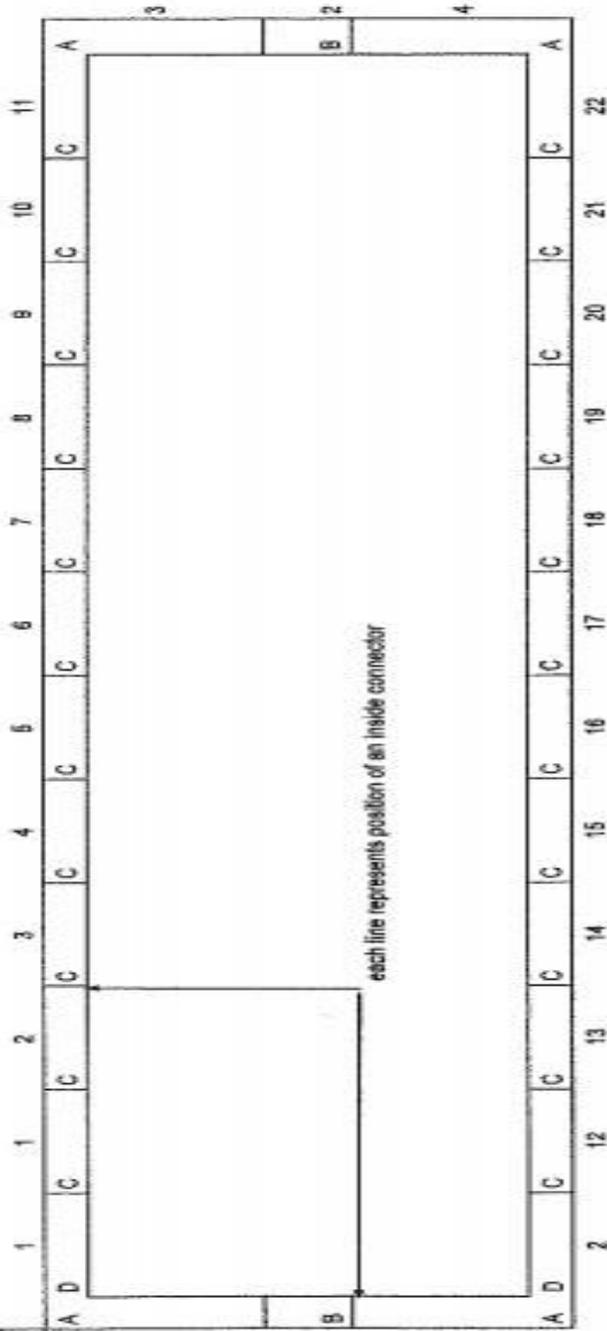
These are the items needed to create 1 court:

4 2" x 5' Sch. 40 PVC with 90 degree connectors	A	back wall corners
2 2" x 2' Sch. 40 PVC with 2 inside connectors	B	use to connect back wall between 2 A's
22 2" x 5' Sch. 40 PVC side wall w/ 1 connector	C	used for side walls
2 2" x 5' Sch. 40 PVC side wall without connectors	D	for connecting side walls to corners

***** NOTE: ONLY CEMENT ONE SIDE OF INSIDE CONNECTOR AND CORNERS SO YOU CAN DISSASSEMBLE AFTER PLAY!!**

court kit excluding PVC

4 90 degree connectors (at position A)
26 inside connectors (at each connecting line in picture)
1 can clear PVC cement



Please email: info@bubba Bocce.com or call 570-815-7217 if you have any questions. Thank you!

Bocce Training Plan

Date _____

Focus of Training _____

Time	Component	Drills/Activities	Layout
	Warm-Up		
	Dynamic Stretching/Fitness Training		
	Skills **Water Break every 20 minutes		
	Game or Game-like Situation		
	Cool-down		
	Coach Chat		

Player Rotation

If 6, 7, or 8 players are competing for a team, no one individual player is permitted to roll more than two consecutive frames. Please use the following guide to ensure an equitable distribution.

NOTE: Within a frame, you determine the best roll order for your players.

Teams with 8 team members (4 athletes & 4 partners) should not be rotating. Each set of two athletes and two partners must remain on same ends throughout the game.

ROTATION for 5 Athletes and 3 Partners

[CLICK HERE](#) for video example.

(Can also be used for 5 Partners and 3 Athletes)

Frame #	Athletes	Partners
1	1 & 2	1 & 2
2	3 & 4	3 & 1
3	5 & 1	2 & 3
4	2 & 3	1 & 2
5	4 & 5	3 & 1
6	1 & 2	2 & 3
7	3 & 4	1 & 2
8	5 & 1	3 & 1

ROTATION for 4 Athletes and 3 Partners

[CLICK HERE](#) for video example

(Can also be used for 4 Partners and 3 Athletes)

Frame #	Athletes	Partners
1	1 & 2	1 & 2
2	3 & 4	3 & 1
3	1 & 2	2 & 3
4	3 & 4	1 & 2
5	1 & 2	3 & 1
6	3 & 4	2 & 3
7	1 & 2	1 & 2
8	3 & 4	3 & 1

ROTATION for 3 Athletes and 3 Partners

[CLICK HERE](#) for video example

Frame #	Athletes	Partners
1	1 & 2	1 & 2
2	3 & 1	3 & 1
3	2 & 3	2 & 3
4	1 & 2	1 & 2
5	3 & 1	3 & 1
6	2 & 3	2 & 3
7	1 & 2	1 & 2
8	3 & 1	3 & 1

Frame #	Athletes	Partners
1		
2		
3		
4		
5		
6		
7		
8		



Spectators Guide to Bocce

Key Words

Team GAME Day Roster – Minimum of 6 and maximum of 8 players, composed of a proportional number of players with and without intellectual disabilities. A team may also have 2 alternates that can be activated for the day. The roster does not change between games.

Team line-up – 8 athletes (4 players with disabilities and 4 without disabilities)

Pallina – Small ball (yellow or blue)

Bocce Ball – Larger balls (red or green) that are tossed at the pallina.

In – The bocce ball nearest to the pallina.

Out – The bocce ball that is furthest from the pallina.

The Game:

Start of a Game: The match begins with the flip of a coin between the captains of each team. The winner of the coin flip may have the first toss of the pallina **and** choose the color of the balls (red or green).

Start of Play: The team chosen to have first toss of the pallina has three tries to toss the pallina past the center line. Whether successful or not, they also roll the first bocce ball.

- In indoor bocce, if the pallina stops 12 inches or less from the side wall, the official will move the pallina 12 inches from the sidewall. This is the only time an official will move a pallina.
- The team whose bocce ball is closest to the pallina is called "in" and the opposing team "out." Whenever a team gets "in", it steps aside and lets the "out" team roll. The "out" team rolls until it beats (not ties) the opposing "in" team's ball. This continues until both teams have used all their bocce balls.
- Each participant delivers one ball.

Scoring: Only the "in" team scores. One point is given for each ball of the "in" team that is closer to the pallina than any ball of the opposing team.

- If at the end of any frame the closest ball of each team is equal distance from the pallina, the frame ends in a tie and no points are awarded to either team.
- The game will resume from the opposite end of the court with the same team tossing the pallina.

Start of the Next Frame: The team who scored in the previous frame, throws the pallina to begin the next frame.

End of a Match: The first team to score 16 points or the team with the most points at the end of the scheduled time (30 minutes) wins the match.

Interscholastic Unified Sports Bocce Game Day Scoresheet



VIRTUAL Game

Red Green

Ball Color
(Circle one)

Ball Color (circle one)	Red	Green	Captain	Athlete or partner
School/Team				
Player 1				A
Player 2				A
Player 3				A
Player 4				P
Player 5				P
Player 6				P
Player 7				P
Player 8				A

At the end of each frame record the points under the proper color.

Frame	Red	Green
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
Total		

Coin Toss	
Court #	
Time	
Court Official	
WINNER	
Signatures:	
Court Official	
Team 1 Coach	
Team 2 Coach	

UNIFIED BOCCE LINE-UP CARD

Submit to Score Table

School		
Team 1		
Team Name	Athlete or partner	
Player 1		
Player 2		
Player 3		
Player 4		
Player 5		
Player 6		
Player 7		
Player 8		
Team 2		
Team Name	Captain	Athlete or partner
Player 1		
Player 2		
Player 3		
Player 4		
Player 5		
Player 6		
Player 7		
Player 8		

2025 IUS INDOOR BOCCE CHAMPIONSHIP ADVANCEMENT LETTER OF INTENT (LOI)



This LOI is for Regional & State Championships.

Each Team must be listed below and place a X in the yes or no box for attending. If your team is interested in advancing, they must be willing to attend both competitions. So, if you attend Regionals, you must attend State if you qualify.

By placing an X in the **YES** box with the principal's signature, your school understands that you will be attending the Regional Championships and if chosen will attend the PIAA/SOPA State Championships in Hershey.

By placing an X in the **NO** box with the principal's signature, your school understands that you will not be attending either the Regional or State Championships.

County	High School	Team Name	YES , we want to attend both the Regional and State Event if we qualify	No , we will not be attending the Regional or State Event

Name of person completing form **Date**

Principal Signature **Date**

Please Print Name

The LOI **MUST** be signed by your principal and emailed to your UCS
SOPA liaison by the end of the day Friday, January 17th

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Learn more by using the education links below:

Special Olympics PA Unified Champions Schools

Webpage: [CLICK HERE](#)

Items that can be found on the SOPA Website UCS

Webpage:

- Competition Schedules & Results
- Resources
- Video Links

Tag us on social media!

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- Facebook: @SpecialOlympicsPA
- Twitter: @SpecialOlympiPA
- Instagram: @specialolympicspennsylvania
- YouTube: Special Olympics Pennsylvania
- TikTok: @specialolympics_pa

Unified Generation (specific content to Unified Champion Schools) [CLICK HERE](#)

- TikTok: @unifiedgeneration
- YouTube: Unified Generation

Main Hashtag: #UnifiedGeneration

Additional Hashtags: #InclusionRevolution, #PlayUnified