



Bocce Scorekeeper/Timer and Officials Information

- No derogatory remarks about special needs people.
- No cell phones during officiating or scorekeeping (a cell phone may be used by the timer for time-outs.)
- **Scorekeepers/Timers –**
 - If the names are different on the score sheet and table sheet, do not change it - call someone in charge.
 - If the start time is different than on the score sheet, do not erase and change - cross out original time and put the new start time next to it.
 - Write the winning team's name on the line and have the head official and coaches sign the scoresheet.
 - **Game Time:**
 - Sectional Events – 20 minutes
 - State Events – Pool Play - 20 minutes & Medal Round – 30 minutes
- **Officials –**
 - The match begins with the flip of a coin between the captains from each team. The winner of the coin flip may have the first toss of the pallina and choice of ball color (usually red or green).
 - The team who wins the pallina has 3 tries to land it in the play area; if they fail the opposing team has 1 try.
 - If these attempts fail, the official places the pallina in the middle of the 40 ft. line and the athlete who initially rolled the pallina must roll the first bocce ball.
 - **Wait until all balls on the court have come to a complete stop prior to calling who is in.**
 - Always hold the paddle with the “out” color (ball furthest from the pallina and who has the roll) facing the athletes - and always make sure they see and hear who is “in” and who has the roll.
 - **Only athletes may ask for a measurement – if the athlete asks, you must measure.**
 - **At the end of each frame** - hold the paddle up with the scoring color towards the scorekeeper and hold fingers up showing the number of points, then turn and show the same to the opposite side of the room, while announcing for example - "2 red".
 - If the bocce hits the backboard and touches no balls in contention it is still in play. It is not a dead ball.
- **Both Scorekeepers/Timers and Officials**
 - If a coach or family members are yelling at you or trying to interfere with the game, contact a venue coordinator or SOPA staff immediately. Do not engage in conversation with the family or coach about the game. You may call a personal time-out to stop the clock while you reach out to the venue coordinator or SOPA staff.
 - The Scorekeeper will announce (loud enough so the referee and coaches hear them)
 - **10 minutes warning** (prior to the end of the end of the game)
 - **2-minute warning, do not begin a new frame** (prior to the end of the game)
 - **If a frame is in play, complete the frame and do not start a new frame**
 - **Time-Outs** – Each team may have one 60 second time-out.
 - A coach in the coaches' chair may call a time-out when it is their teams turn to roll.
 - Stop the clock! Start a stopwatch or cell phone timer for 60 seconds
 - Remember to check the box by the team whose coach has called a time out.
 - The official stands by the score table and when 5 seconds are left – Announce “5 seconds, coaches return to your seats”.
 - Once everyone is in their seats, the official will restart the game and the clock should be started.
 - **Ties during frame** — If two opposing balls are equal distance from the pallina (tied), the team that rolled last will continue to roll until the tie is broken.
 - **Ties at the end of a frame** — In the event that the two balls closest to the pallina belong to opposing teams and are tied, no points will be awarded.
 - The pallina returns to the team which last delivered it. Play resumes from the end of the court from which the frame was last played.
 - **Ties at the end of a game** - A tie breaker frame or frames must be played until the tie is broken. The entire frame must be played (all eight balls must be thrown).