



INTERSCHOLASTIC UNIFIED INDOOR BOCCE

2021-2022 COACHES'
RESOURCE GUIDE



Special
Olympics
Pennsylvania



50



Special Olympics
Unified Champion
Schools

THANK YOU



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



pennsylvania
DEPARTMENT OF EDUCATION

Bureau of Special Education Programs



**for supporting our
Unified Champion Schools!**

TABLE OF CONTENTS



Special Olympics
Unified Sports®

Season Timeline & Due Dates **New for 2021/22**

Coaching Information

- Required Coach Trainings
- Bocce Online Roster
- Student Recruitment Strategies
- Principle of Meaningful Involvement
- Uniform Requirements

Interscholastic Unified Indoor Bocce Rules

Competition Management Materials

- Game Day Overview
- Bocce Competition Management

Supporting Material

- Ramp Styles/Building Instructions
- Spectators' Guide to Bocce
- In-Person Game Day Scoresheet
- Line-Up Card
- Rotation Guide
- PIAA/SOPA Letter of Intent

Bocce advancement to PIAA/SOPA state championships

PIAA/SOPA State Competition Information

Staff Contacts and Resource Links

Please Note all items in **yellow highlight are new for the 2021-2022 school year.**

2021-2022 SEASON TIMELINE & DUE DATES

Early November

- New Coaches Training Held

Week of November 29th - Season begins with practices

Friday, December 17th

- Team Roster Due
- Deadline for Placing Uniform Orders

January 5th – Bocce Competition Management Webinar

- **3:30 pm** – [Bocce Competition Management Webinar Link](#)

Wednesday, January 10th – February 18th – League Play

Wednesday, January 19th

- PIAA/SOPA Bocce State Championships Webinar – 3:30 pm

Friday, February 18th

- PIAA/SOPA Bocce State Championship Letter of Intent due

February 22nd - March 4th - League Championships

Regional Qualifiers – Must be completed by **March 11th**

Thursday, March 10th

- PIAA/SOPA Bocce State Championship Housing Due

Wednesday & Thursday, March 23rd & 24th

- PIAA/SOPA State Championship

New for 2021/22

COACHES QUIZ

- **All coaches** - Open book quiz - we encourage you to use your Bocce Coaches' Resource Guide while taking this quiz.
- Quiz must be taken by: November 24th - [Bocce Quiz](#)

Student Athlete Requirements

- Students over the age of 21 who have opted in for an additional year of high school due to the pandemic are eligible to participate until the age of 22 as long as they are receiving services from the High School.
- 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 E-Waver
 - This form should be completed by families or guardians
 - Link - **NEW Link to SOPA E-Waiver** – <https://forms.gle/G22vPjbUZo2rjDG57>
 - **Paper copies are available if needed** – contact your SOPA Liaison

Bocce Balls released above the waist -

- Releasing the ball above the waist will be considered a foul and declared a dead ball.

1:1 or para professionals

- May transition from one end of the court to the other between frames.
- **No coaching allowed by this individual**, they are there for emotional support and/or physical support as needed.

Pallina Placement for the start of play

- 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.

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 stop for the 60 seconds
 - Coach must request the time out to the official
 - Your team must be in possession of the ball
- Allowable anytime during the course of the game
- Once the official announces the time out, the coach will go to the players

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."
 - If the ball is not played, it will be declared a dead ball."
 - 10 second hand count will be displayed by the head official

Team Line-Up Card

- Listing of the players on each team that will be competing in the days competition

League Championships (previously call Regional or County Championships)

- All schools participate and receive awards for their placement

State Qualifiers

- Competition against the winner of each league in order to fill the number of slots for each qualifier group.
- Example – The winner of Bradford/Tioga would play the winner of Potter/McKean for the slot in State Qualifier Group 1. The team that did not win would be eligible for the Wild Card Selection

Wild Card Selection: The second highest finishing teams within the state qualifier groups with 1 state slot that have provide a letter of intent to participate in states will be eligible to be put into a random drawing following the conclusion of state qualifiers.

State Qualifier Group	League Groupings	Number of Schools	Slots
1	(Bradford/Tioga) (Potter/McKean)	8	1
2	Pittsburgh	8	1
3	(Columbia/Northumberland) (NEPA)	8	1
4	(Centre/Clinton/Huntingdon) (Clearfield)	9	1
5	(Blair) (Cambria/Somerset/Bedford) (Westmoreland)	12	1
6	Beaver	12	1
7	Delaware	13	1
8	Montgomery/Bucks	14	1
9	Butler/Lawrence/Mercer	15	1
10	(Berks) (Chester) (Lancaster/York)	17	2
11	Allegheny County	16	2
12	Mid-Penn	18	2
Wild Card	All regions with one slot - Second highest placement team with an LOI would be eligible for random wild card drawing.		1

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. 30th

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.

SEASON COACHES

- Coaches Webinar - Participation is mandatory
- Choose one webinar to attend
 - **Eastern PA** – Nov 2, 2021 3:30 PM - [Registration Link for Eastern PA Returning Coaches Bocce Webinar](#)
 - **Central PA** – Nov 4, 2021 3:30 PM - [Registration Link for Central PA Returning Coaches Bocce Webinar](#)
 - **Western PA** – Nov 9, 2021 3:30 PM - [Registration Link for Western PA Returning Coaches Bocce Webinar](#)

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: November 24th. [Bocce Quiz](#) link

IUS INDOOR BOCCE ONLINE TEAM ROSTER

On Friday, December 17th you will need to submit your official team roster(s). You will be given a school specific link to use to complete your online roster.

Requirements for Unified Indoor Bocce Team Roster:

- A Unified Indoor Bocce team roster must be composed of a minimum of 6 and a maximum of 8 players.
- A team must have a minimum of 3 Special-Olympics-eligible students (defined as students with an intellectual disability, developmental disability, or cognitive delay) and a minimum of 3 students without an intellectual disability. If you fill the remaining one or two slots (for rosters of 7 or 8 players), they can be students from either group. The ideal is to strive for a 50-50 ratio if possible when there is a roster of 8.
- 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.
- There are no substitutes or alternates allowed, and players cannot be replaced during the season for any reason.
- 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.**

You will need to enter the following information on your team roster:

School

- **Official name used by your high school's athletic teams** & School Colors (primary and secondary)

Coaches

- First and Last Name
- Email & Cell Phone Number

Team Members

- Whether a teammate is an Athlete (student who is Special Olympics eligible) or a Partner (students who do not have an intellectual or developmental disability)
- First and Last Name
- Gender
- Status (New or Returning)
- Grade in School
- Birthdate
- Additional Information (hearing or visually challenged, uses wheelchair, cane or walker)

You will be able to register two official competitive teams.

STUDENT RECRUITMENT STRATEGIES

Effective Unified Sports® Student Recruitment Strategies

High schools offering Interscholastic Unified Sports have employed a number of 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.

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 by 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 times 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 the 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.



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 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.

UNIFORM REQUIREMENTS

Friday, December 17th is the last day to order you uniforms to ensure arrival in time for your regular season matches.

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 name and Unified Sports logo.
- There can be no markings on the shirt other than the school 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.
- Pants should be matching solid color for all teammates (black, navy blue or khaki colored). Jeans and cargo pants/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

Allowed:



Not Allowed:

Denim pants (jeans), anything with rips or tears, cargo pants, any colored pants other than black, navy blue or khaki, prints, no leggings with cut-outs above the knee



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,
- 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,
 - You will receive a Unified Fitness Kit. This kit will include
 - Fit 5 exercise cards
 - Adjustable Jump Rope
 - Resistance Band - Medium
 - Flyweight ball and inflation tube
 - Soft Flex Markers 2" - set of 5
 - Hoop Agility Ladder & Clips
 - Fitness Tracker

COMPONENT	INCLUDES
Warm Up	Speed walking or jog 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 jog 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

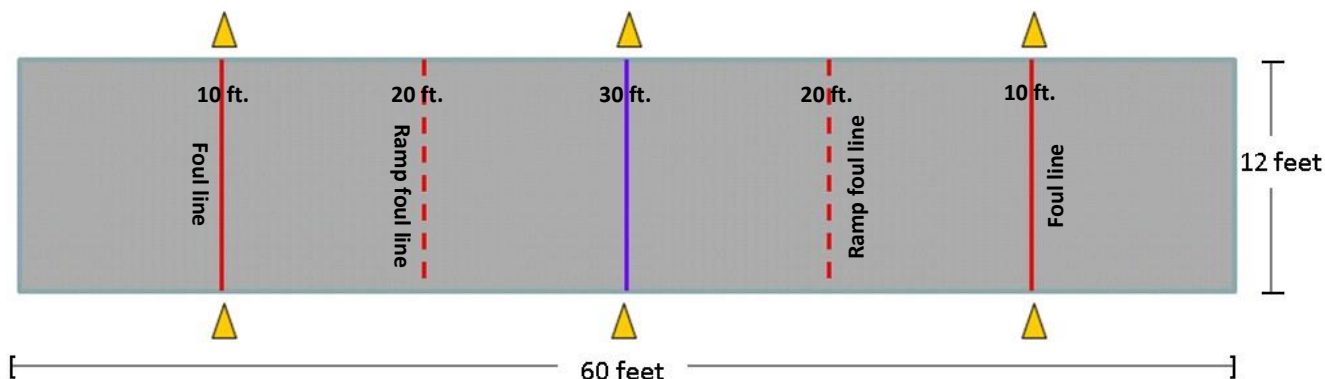
Looking for 10 preset Training Plans:

<https://specialolympicspa.org/unified-champion-school-resources>

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.



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 needs 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 hand held air pump (just like you would use on a soccer ball or volleyball) and give it a small pump of air. **Be careful to not overfill the ball. Size of the bocce ball should be 107mm.**

How to construct your court?

- You will need the following:
 - 2 pieces of PVC. 2 inch by 2 foot – schedule 40
 - 28 Pieces of PVC – 2 inch by 5 foot – scheduled 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

- A Unified Indoor Bocce team roster must be composed of a **minimum of 6 and a maximum of 8 players**.
- On its roster, a team must have a **minimum of 3** Special-Olympics-eligible students (defined as students with an intellectual disability, developmental disability, or cognitive delay) and a **minimum of 3** students without an intellectual disability. If a team fills the remaining one or two slots (for rosters of 7 or 8 players), they can be students from either group. The ideal is to strive for a 50-50 ratio if possible when there is a roster of 8.
- 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. Each one has its own unique roster of players and these students cannot ever be exchanged between the two teams.
- There are **NO SUBSTITUTES OR ALTERNATES** allowed, and players cannot be replaced during the season for any reason.
- Winter season interscholastic sports athletes CANNOT participate on the Unified Indoor Bocce team. Fall and spring varsity athletes are eligible to participate.
- Players should be informed if their team qualifies for the state championships, that practices will go into the first weeks of spring varsity sports.
- 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 true inclusive environment, however, the majority of Unified partners should not have a disability.

Student Athlete Requirements

- 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 E-Waver
 - This form should be completed by families or guardians
 - Link - **NEW Link to SOPA E-Waiver** – <https://forms.gle/G22vPjbUZo2rjDG5Z>
 - **Paper copies are available if needed** – contact your SOPA Liaison

GAME DAY LINE-UP

- Game day rosters MUST stay intact without alterations or substitutions. If a school has two teams, it is against the rules to move players from one 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. If a team has less than 2 athletes and 2 Unified partners, it forfeits the game and an exhibition (non-scoring) game is played.**

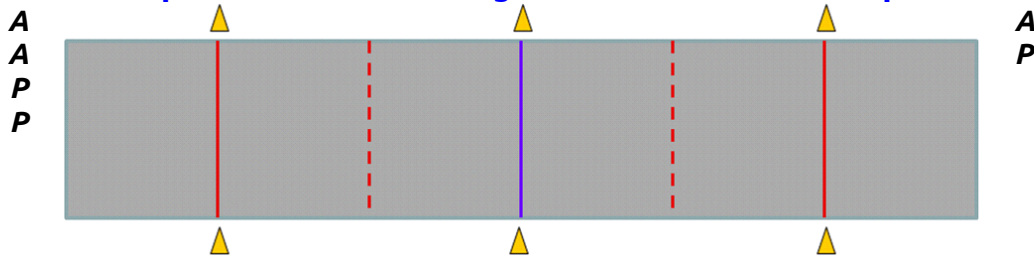
During competition, a team must use a minimum lineup of four players (2 athletes, 2 Unified partners) for each frame. A frame consists of both teams delivering all four of their bocce balls. Each player in the lineup must roll one ball during a frame.

Teams may use up to a maximum of eight players in a game, provided all of 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

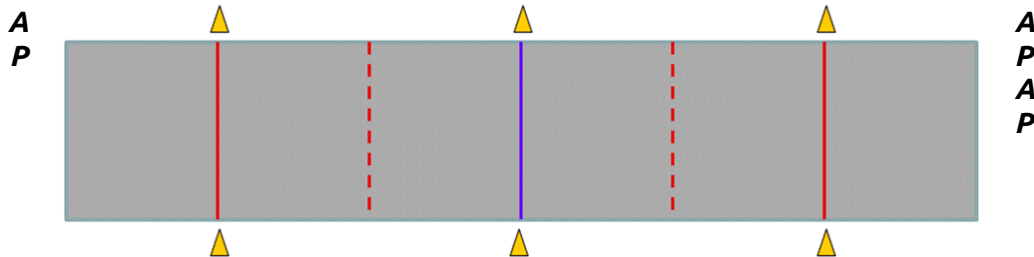
are assigned to the opposite end of the court (2 athletes and 2 Unified partners). If one end has a group of less than four players, the coach will designate the additional players needed to reach four.

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.

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.

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 in order 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. Following are how competitions are structured based on the number of teams for each school.

Both Schools Have One Team - Play a best of three matches. If one team wins the first two games, a third “exhibition, non-scoring” game can be played if desired.

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).

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 third tie-breaker game is played to determine the outcome of the match. The school with two teams will play one of its teams for the first half of the tie-breaker game. At the changeover frame closest to the 15 minute mark (could be before or after), the second team replaces the first and finishes the game. This allows for all players to have an opportunity to play and contribute. One bocce court is needed.

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 four green bocce balls and one team has a set of four red bocce balls. All eight of these bocce balls are rolled or tossed in an underhand delivery during a single frame. Each player stands behind or on the foul line when delivering his or her bocce ball or the pallina.
- b) During play, all bocce balls must remain in the respective corner of the service box until the player is ready to serve the ball. Team members should not be holding the balls unless they are in the service box.
- c) Team Captains are called to the serving line for the coin toss. Each team has two 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 three attempts to roll or toss the pallina past the mid-court line and having 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 40 ft. from the end boards.
- 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.

- **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.

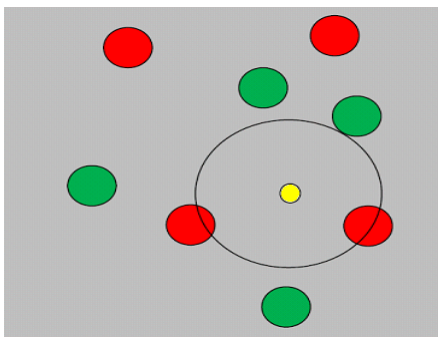
The best way to remember this rule is if your team's ball is closest to the pallina, you do not roll another ball until the other team gets a ball closest to the pallina. A good way to officiate is to say, for example, "Green (ball) is in, red rolls."

- 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.

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 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. NOTE: Releasing the ball below the waist is a safety precaution to maximize ball control. **Releasing the ball above the waist will be considered a foul and declared a dead ball.**

For those athletes requiring it, a ramp may be used. See Section 8 for more information on ramps.



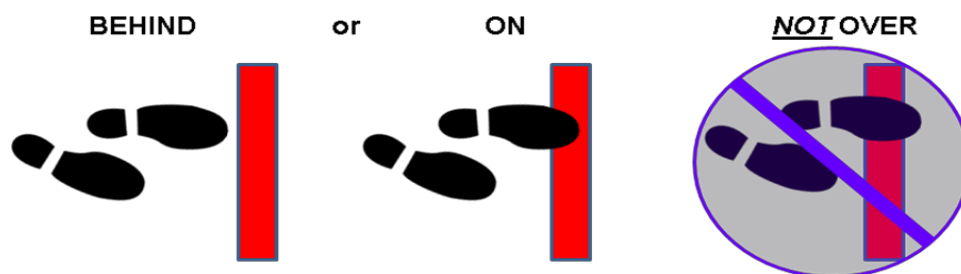
Figure 1 Underhand



Figure 2 hand over ball



Players must have their feet behind or on the foul line when delivering the ball. If a player uses a ramp, the end of the ramp must be on or behind the foul line. Players using ramps have an option of using an extended foul line to 20 ft.



The penalty for a player committing a foot fault will be to declare the specific ball being delivered dead. 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 does come in 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.

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 as a dead ball and cannot be replayed.

If the pallina is hit out of the court, the frame is declared dead. All of the bocce balls are brought to the opposite end of the court and a new frame is started by the players positioned at that end. The team who rolled the pallina at the start of the dead frame will start the new frame.

If a bocce ball is hit out of the court by another bocce ball, it is ruled dead and is not placed back in the court.

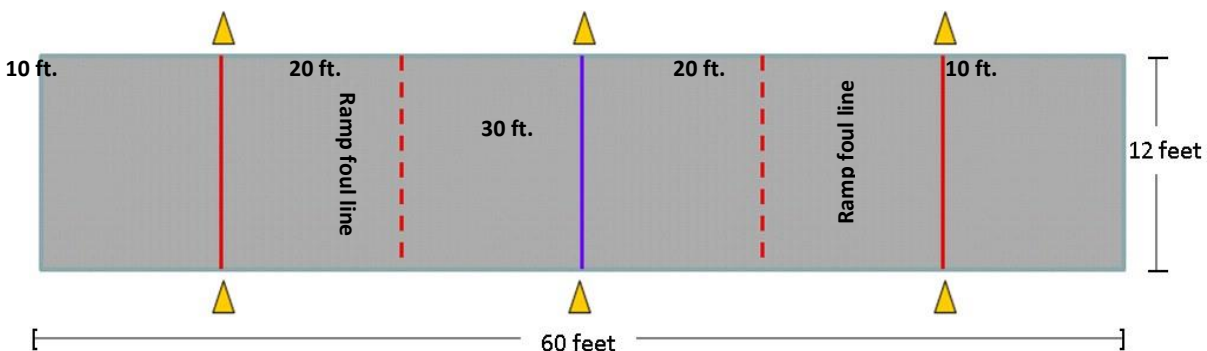
7. Terms

- **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.



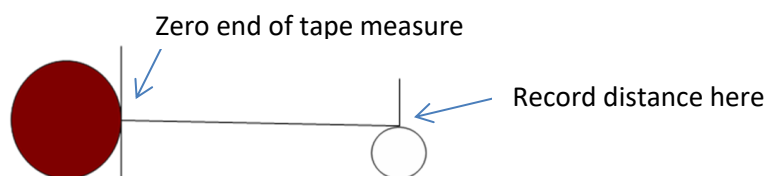
Ramp Assistant Guidelines

- For players using a ramp, one of their team mates must listen to the player delivering the bocce ball regarding the positioning of ramp.
- The ramp assistant/ team mate starts by putting the ramp at the center of the court behind the foul line and asks for instructions from the player about moving it to the left or right until he/she confirms the final placement. 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

- **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.
 - A player is not allowed to step back out of the court once he or she enters it.

Exception: For those players that require additional assistance and support due to their level of disability and are unable to deliver a bocce ball without appropriate verbal cues, a coach or teammate may provide this type of verbal support. In these instances, a coach or teammate cannot direct a player where to deliver their ball and/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" which should be positioned at the 30ft line on either side on the court (based on facility set-up).

- Coaches may NOT provide instructions to the team once play begins.
- Coaches may provide positive affirmations such as "good roll", "nice job," etc.

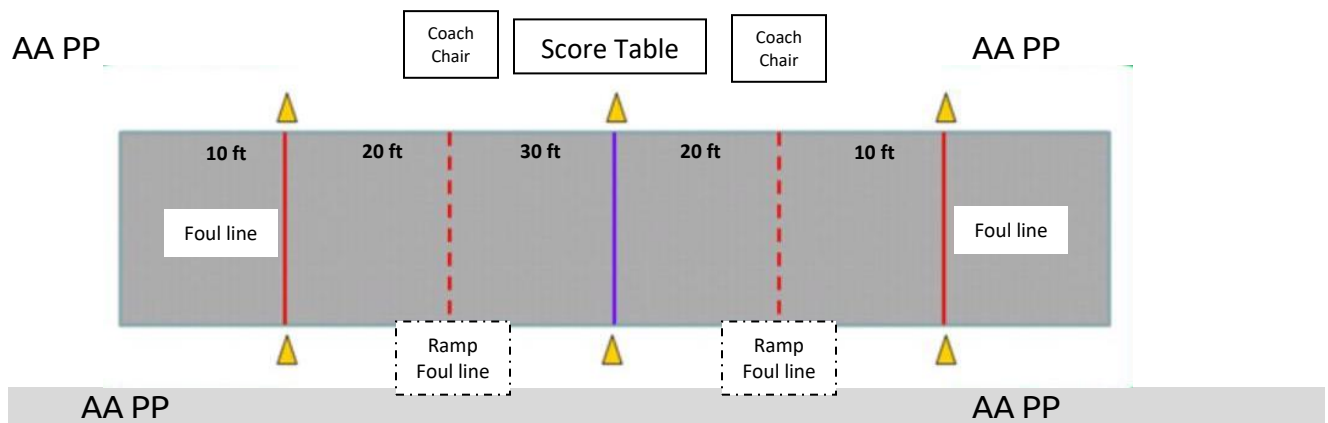
Athletes in need of assistance

- 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 para professionals) 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 coach or teammate (preferred) may assist the player onto the court and, if necessary, provide assistance with physical balance, but may not direct, instruct, or assist the throw 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 stop for the 60 seconds
- Coach must request the time out to the official
- Your team must be in possession of the ball
- Allowable anytime during the course of the game
- 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" in order to retain their lead for the win, the official will do the following:

- 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. If the ball is not played, it will be declared a dead ball."
 - 10 second hand count will be displayed by the head official

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 ½ hours. (It will be shorter if a team wins the first two games in a best two-of-three match format).
- Bring snacks if your team will need them.
- Visiting team arrives to 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.
- 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)

35 minutes – Game(s) 3 (30 minutes game with 5 minutes between)

15 minutes – Clean up and departure

UNIFIED BOCCE COMPETITION MANAGEMENT



**** If each school has two bocce teams, the visiting school must bring its bocce court, set of indoor bocce balls, and equipment bag (measuring tape and cones)**

**** A bocce match can consist of as many as three games, each 30 minutes in length. Including a short opening ceremonies and court transition time. Allow 2½ hours for the entire event.**

**** 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 found at: https://www.youtube.com/watch?v=d7-VJmgBZ_U&feature=youtu.be**

A bocce official must be an adult and CANNOT be the athletic director, a coach, player, or any person with an official role on the team. They must be independent and objective.

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 final results
Example: *Our Mighty Warriors won a close one yesterday 2 to 1. 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 Official – Student/Adult per court
- ☐ 1 Announcer/scoreboard operator

____ Set up for each court

- ☐ Bleachers are pulled out for spectators
- ☐ Electronic scoreboard or stop watch 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
- ☐ Pencils

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 <https://www.youtube.com/watch?v=tsZlUjUPszk&feature=youtu.be>
(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. You will receive an email which includes:

1. A list of the Interscholastic Unified Bocce teams in your region
2. The head coach's name, email address, and cell phone number for each school
3. The number of Unified Indoor Bocce teams (one or two) at each school

All games are 30 minutes in length or 16 points – whichever occurs first.

Match Schedules to Follow Based on the Number of Teams

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

- **Both Schools Have One Team** - Play a best of three matches.
 - If one team wins the first two games, a third "exhibition, non-scoring" game can be played if desired.

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 1

Game 3 (if needed) - School A Team 1 plays School B Team 1

- **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 after playing the four games the schools finish 2-2, they play the following Game 3 as a tie-breaker:
 - Game 3, Court 1 – Coaches will each choose one of their teams to play the tie-breaker game.
 - Game 3, Court 2 – Teams not chosen have the option of playing an exhibition game or watching the tie-breaker game.
- **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 third tie-breaker game is played to determine the outcome of the match.
 - The school with two teams will play one of its teams for the first half of the tie-breaker game.
 - At the changeover frame closest to the 15 minute mark (could be before or after),

- the second team replaces the first and finishes the game.
- This allows for all players to have an opportunity to play and contribute.

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

Game 3 (if needed) - School A Team 1 plays School B Team 1 and 2 (each team plays approximately half of this regulation game)

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 no, 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 for the playing of today's National Anthem
(or Please rise 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 is 2 minutes left in the game –

Announce – *Officials this is the two minute warning*

When there is 1 second left on the clock –

Announce – *Time is up, 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
 - ☐ Name of the school are correct on the left side
 - ☐ Each player on the team roster is listed at the bottom of the sheet with what frames they are playing
 - ☐ Partner/Athlete column completed
 - ☐ Captain designated
 - ☐ Time Started
 - ☐ Court Number (if 2 or more courts)
 - ☐ Who is Green and Who is red
2. Change the score on the flip chart
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. Head Coaches & Officials must type their name into the scoresheet.
6. Provide Announce with 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 state qualifier competition before moving to the state competition to be held in Hershey, PA. Below you will find a chart to designate the league and state qualifier groupings.

1. League Championships (previously call Regional or County Championships)
 - a. All schools participate and receive awards for their placement
2. State Qualifiers
 - a. Competition against the winner of each league in order to fill the number of slots for each qualifier group.
 - b. Example – The winner of Bradford/Tioga would play the winner of Potter/McKean for the slot in State Qualifier Group 1. They team that did not win would be eligible for the Wild Card Selection
3. PIAA/SOPA State Championships

Wild Card Selection: The second highest finishing teams within the state qualifier groups with 1 state slot that have provide a letter of intent to participate in states will be eligible to be put into a random drawing following the conclusion of state qualifiers.

State Qualifier Group	League Groupings	Number of Schools	Slots
1	(Bradford/Tioga) (Potter/McKean)	8	1
2	Pittsburgh	8	1
3	(Columbia/Northumberland) (NEPA)	8	1
4	(Centre/Clinton/Huntingdon) (Clearfield)	9	1
5	(Blair) (Cambria/Somerset/Bedford) (Westmoreland)	12	1
6	Beaver	12	1
7	Delaware	13	1
8	Montgomery/Bucks	14	1
9	Butler/Lawrence/Mercer	15	1
10	(Berks) (Chester) (Lancaster/York)	17	2
11	Allegheny County	16	2
12	Mid-Penn	18	2
Wild Card	All regions with one slot - Second highest placement team with an LOI would be eligible for random wild card drawing.		1

2022 SOPA/PIAA UNIFIED INDOOR BOCCE STATE CHAMPIONSHIPS – March 23rd & 24th

Unified Indoor Bocce State Championships

This year up to 15 teams will qualify for the Unified Indoor Bocce State Championships based on winning their respective regional championships. Here are the basics:

- Dates: Wednesday, March 23rd – Thursday, March 24th
- Location:
 - **Wednesday evening, March 23** – Teams arrive at the competition venue (TBD) no later than 5:00 pm. All teams will be housed in a hotel in Hershey by Special Olympics PA
 - **Thursday morning, March 24** –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 23) – Dinner, competition, and housing in Hershey, PA
- Thursday (March 24) – Breakfast, lunch, competition, Opening Ceremonies, awards ceremonies

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 khakis (NO jeans), and sneakers.
- Completed 2021-22 PIAA/SOPA Athlete Medical (must be the one provided to you from SOPA) for all athletes and partners

ADVANCEMENT CRITERIA

- Teams will advance from each County/Regional Championship Event.
- Gold medalist from the County/Regional Championship will qualify for the State Championships. All teams interested in competing in Hershey MUST complete a Letter of Intent (LOI).

If the county/regional championship gold medal team is not able to go, the slot will be awarded to the runner-up team.

STATE CHAMPIONSHIP COMPETITION FORMAT

- **Wednesday evening, March 23rd** – Opening Round of Competition
 - All teams arrive to the competition venue by 5:00 pm
 - Dinner will be served for all teams.
 - Following round robin pool play, the top 8 teams will advance to the final round of the state championships
- **Thursday morning, March 24th**
 - Final round of state championships
 - The eight advancing teams will compete for the State Championship title at the GIANT center in Hershey, PA
 - Event will run from 8:00 am-1:00 pm
 - All teams will be required to attend Opening Ceremonies. The awards ceremonies for non-advancing teams will take place immediately following Opening Ceremonies.

HOUSING:

- Athletes and coaches will be housed in a hotel in Hershey booked by Special Olympics PA.
- Who we house:
 - Athletes/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.
 - We do not house parents or guardians.

DUE DATES:

Wednesday, January 19th

- PIAA/SOPA Bocce Championships Webinar – 3:30 pm

Friday, February 18th

- PIAA/SOPA Bocce Championship Letter of Intent due
- **The Letter of Interest (LOI) is located in the Supporting Material section.**
 - The LOI **MUST** be signed by your principal and uploaded to the following drop box by Friday, February 18th :
<https://www.dropbox.com/request/Lif3oyPAbi4BJztJiiME>

Supporting Material

Ramp Styles/Building Instructions

Court Construction Diagram

Blank Training Plan

Player Rotation

Competition Formats

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

Copyright 2017, 2018 - BubbaBocce.com

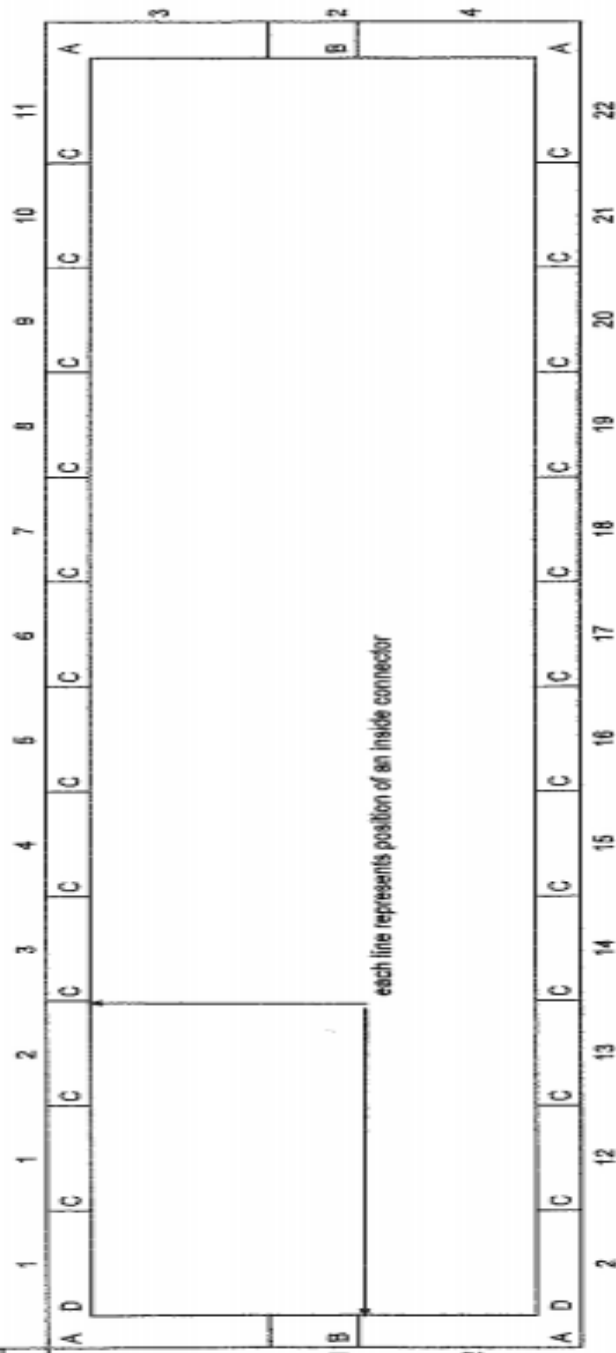
These are the items needed to create 1 court:

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

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

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



Please email: info@bubbabocce.com or call 570-615-7217 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.

ROTATION for 5 Athletes and 3 Partners (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 (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

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		

Competition Formats

Both Schools Have One Team - Play a best of three matches. If one team wins the first two games, a third "exhibition, non-scoring" game can be played if desired.

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 1

Game 3 (if needed) - School A Team 1 plays School B Team 1

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 after playing the four games the schools finish 2-2, they play the following Game 3 as a tie-breaker:

Game 3, Court 1 – Coaches will each choose one of their teams to play the tie-breaker game.

Game 3, Court 2 – Teams not chosen have the option of playing an exhibition game or watching the tie-breaker game.

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 there is 1-1 tie after the two games, then a third tie-breaker game is played to determine the outcome of the match.

The school with two teams will play one of its teams for the first half of the tie-breaker game.

At the changeover frame closest to the 15 minute mark (could be before or after), the second team replaces the first and finishes the game.

This allows for all players to have an opportunity to play and contribute.

Game 3 (if needed) - School A Team 1 plays School B Team 1 and 2 (each team plays approximately half of this regulation game)



Spectators Guide to Bocce

Key Words

Team Roster – Minimum of 6 and maximum of 8 players, composed of a proportional number of players with and without intellectual disabilities.

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

Pallina – Small ball

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 from 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 last, 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)

Red

Green

School/Team	Captain	Athlete or partner	School/Team	Captain	Athlete or partner
Player 1			Player 1		A
Player 2			Player 2		A
Player 3			Player 3		A
Player 4			Player 4		P
Player 5			Player 5		P
Player 6			Player 6		P
Player 7			Player 7		P
Player 8			Player 8		A

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

Frame	Red	Green	Coin Toss
1			Court #
2			Time
3			Court Official
4			
5			WINNER
6			Signatures:
7			Court Official
8			Team 1 Coach
9			Team 2 Coach
10			
Total			

<h1>UNIFIED BOCCE LINE-UP CARD</h1> <h2>Submit to Score Table</h2>				School			
Team 1				Team 2			
Team Name		Captain	Athlete or partner	Team Name		Captain	Athlete or partner
Player 1				Player 1			
Player 2				Player 2			
Player 3				Player 3			
Player 4				Player 4			
Player 5				Player 5			
Player 6				Player 6			
Player 7				Player 7			
Player 8				Player 8			

2022 INTERSCHOLASTIC UNIFIED INDOOR BOCCE STATE CHAMPIONSHIPS

LETTER OF INTENT

MARCH 23rd – 24th, HERSHEY, PA



If you have two teams, please include each one (by name) and their intent to advance to Hershey on this form.

By placing an (X) in the YES box with the principal’s signature, your school understands and is able to commit to the responsibilities listed above to attend this event.

County	High School	Team Name	Yes, we want to attend	No, we will not be attending	If no, please provide reasoning

Name of person completing form

Date

Principal Signature

Date

Please Print Name

The LOI **MUST** be signed by your principal and uploaded to the following drop box by the end of the day Friday, February 18th:
<https://www.dropbox.com/request/Lif3oyPAbi4BJztJiiME>

SPECIAL OLYMPICS PA UCS LIAISONS

Michelle Boone: VP Sports

mboone@specialolympicspa.org

Office – 610.630.9450 ext. 220 & Cell – 267.972.5904

Mike Bovino: Senior Advisor, Unified Champion Schools (UCS)

mbovino@specialolympicspa.org

Cell – 202.494.5584

Lauren Sautler: UCS Director

lsautler@specialolympicspa.org

Office – 610.630.9450 ext. 240

Jennifer Tresp: Training and Unified Sports Director - North Central & North West PA

jtresp@specialolympicspa.org

Office – 610.630.9450 ext. 245 & Cell – 814.883.0291

Ashley Herr: Southeast PA

aherr@specialolympicspa.org

Office – 610.630.9450 ext. 215

Mike Jordan: Philadelphia

mjordan@specialolympicspa.org

Office – 215.671.5078

Stephanie Taylor: Western PA

staylor@specialolympicspa.org

Office – 610.630.9450 ext. 247

Jan Holt: Dauphin, Perry and Cumberland

jholt@specialolympicspa.org

James Ellison: Monroe/Berks

jellison@specialolympicspa.org

Eric Jankoski: Allegheny County

ejankoski@specialolympicspa.org

Alison Kandrovsky: Northeast PA

Akandrovsky@specialolympicspa.org

Learn more by using the education links below:

Special Olympics PA Unified Champions Schools Webpage:

<https://specialolympicspa.org/unified-champion-schools>

- Items that can be found on the SOPA Website UCS Webpage:
 - Transition Flyers
 - Competition Schedules
- On the Resource Tab under Bocce:
 - 10 session of in-person training plans
 - How to use the electronic scoresheet

Special Olympics Bocce Coaching Guide, Planning a Training Season, Quick Start Guide and Bocce Skills:

http://digitalguides.specialolympics.org/bocce/index.php?_ga=2.119253065.1766118165.1505744938-279991125.1487715085

Bocce Officials Training Video:

https://www.youtube.com/watch?v=d7-VJmgBZ_U&feature=youtu.be