

# Bocce Scorekeeper and Officials Information



- No derogatory remarks about special needs persons
- No cell phones during officiating or scorekeeping
- Scorekeepers –
  - If the names are different on the score sheet from the table sheet - do not change it - call someone in charge.
  - If start time is different than on the score sheet - do not erase and change - cross out original time and put new start time next to it.
- 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 choose the color of the balls (usually red or green).
  - The team that wins the pallina has 3 tries to land the ball in the play area; if they do not succeed the opposing team has 1 try. If this attempt fails, the official places the pallina in the middle of the 40 ft. line.
  - Always hold the paddle with the out color (ball furthest from the pallina) facing the athletes - and always make sure they see and hear, who is in and who has the roll –.
  - **Wait until all balls on the court have come to a complete stop prior to calling who is in.**
  - **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 amount 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 back board and touches no balls in contention it is still in play. It is not a dead ball.
- Both Scorekeepers 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.
  - The Scorekeeper will announce (loud enough so the referee and coaches hear them) **a 2 minute warning prior to the end of the 20 minute game end time.** At this time the frame in play will be completed and one additional frame will be played. Never end the game in the middle of a frame or at the exact end of the 20 minute time limit, continue play until the additional frame is completed (all eight balls).
  - **Ties during frame** — In the event that two opposing balls are equidistant from the pallina (tied), the team that rolled last will continue to roll until the tie is broken.
  - **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).