

Special Olympics Ohio Bocce Manual (Rev. 10-2026)

The International Federation for Bocce is Special Olympics Inc. and therefore the Official Special Olympics Sports Rules for Bocce shall govern all Special Olympics competitions.

OFFICIAL EVENTS

The SOOH Bocce season runs from runs April through June. The State Tournament is held each year in June. To qualify for the State Bocce Competition, athletes must be in a training program for at least 8 weeks prior to the State Competition and compete at a Regional Qualifying Bocce Competition.

Special Olympics Ohio provides a range of events to offer athletes of varying abilities the opportunity to compete. The following is a list of official events available in Special Olympics Ohio.

Doubles (two players per team)

Unified Sports Bocce Doubles (two players per team)

All Special Olympics Ohio regional and state level competitions will enforce the participation regulations for athletes and Unified partners, of which is derived from Article 1 of the Special Olympics Sport Rules. This rule shall be that each team and/or individual athlete or Unified partner, must play all eligible and rostered team members in every game unless a player is injured or has been removed due to disciplinary reasons. Coaches must notify the competition management prior to each game if players on the approved tournament roster will not be playing due to injury or disciplinary reasons, and this needs to be approved by the tournament director. Failure to play all eligible team members in each game will result in forfeit and disqualification.

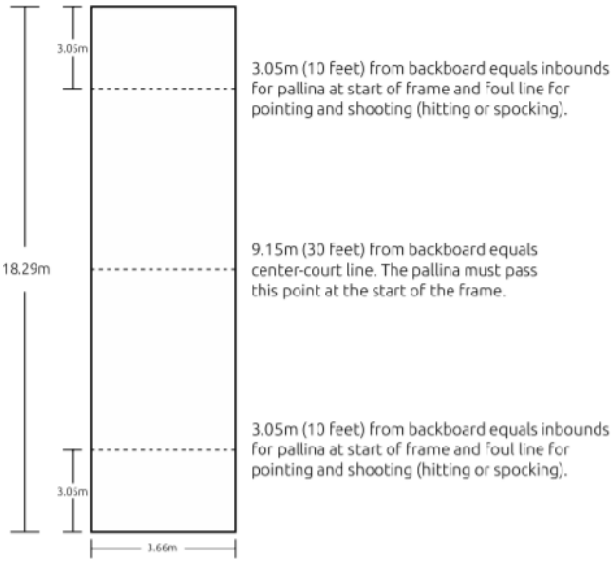
Updates for 2026/2027:

- New regulations for participation at regional and state level competitions have been added in the event of an absence of a participant on the team. Those regulations are as follows and also found in the forfeiture section below.
    - If a registered pair for a **REGIONAL** event does not show up to the regional tournament prior to their first game, they are a scratch and do not qualify to advance to the state tournament.
    - If a registered pair for a **REGIONAL** event has one athlete that does not show up for the regional tournament prior to their first game, the athlete who did show up will be permitted to compete in their scheduled division, without a modification to the rules (ie. throw all 4 balls per side, per inning), however regardless of the outcome of the matches, they will receive a participation ribbon for the event and **WILL NOT** qualify to advance to the state tournament.
        - The exception to this is if an athlete does not show up, but a Unified Partner does, the Unified Partner will not be permitted to compete alone and the team will be a scratch.
    - If a registered pair for a **REGIONAL** event does not show up or has only one participant show up to the regional tournament and in turn would not qualify to attend the state tournament at that event, the local coordinator may reach out to register them for another Special Olympics Ohio qualifying regional tournament, if available, in order to attempt to have the pair qualify to attend the state tournament.
    - If a registered pair for a **STATE** event does not have both athletes or the athlete and the Unified Partner, in the case of Unified divisions, show up prior to the first match of the event, it will be a scratch for all participants, without an option for any play by a single participant.
- Unified Partners **MAY NOT** change post regional competition. Only the pair who qualified together may advance to state.

COURT AND EQUIPMENT:

Court

1. The court is an area 3.66 meters (12 ft) wide by 18.29 meters (60 ft) long.
2. The court surface may be composed of stone dust, dirt, clay, grass or artificial surface, provided there is no permanent or temporary obstruction in the court that would interfere with the straight-line delivery of a ball from any direction. These obstructions do not include variations in grade, consistency or terrain.
3. The court walls are the side and the end walls of the court and may be composed of any rigid material. The end walls should be at least 304 millimeters (12 in). The side walls must be, at minimum, as high as the bocce balls. The side or end walls may be utilized during play for bank shots or rebound shots. Lines measuring 50 millimeters (2 in) in width should be marked on all courts for the following:
    a. Foul line for pointing or shooting (hitting) 3.05 meters (10 ft line) from the backboards.



    b. Half-court marker — minimum distance pallino is played at the start of the frame. During the course of play, the position of the pallino may change as a result of normal play; however, the pallino may never come to rest on or closer than the half-court marker, 9.15-meter (30 ft.) line, or the frame is considered dead
    c. The 3.05-meters (10 ft.) and 9.15-meter (30 ft.) lines should be permanently drawn from sideboard to sideboard.

Equipment

1. Bocce Balls and Pallino
    a. Bocce balls may be manufactured of wood or a composition material and must be of equal size. Official tournament ball sizes may be from 107 millimeters (4.20 in) to 110 millimeters (4.33 in) in diameter. The color of the balls is immaterial, provided that the four balls of one team are clearly and visibly distinct from the four balls of the opposing team.
    b. Bocce is played with eight balls and one smaller target or object ball called the pallino (jack, cue, beebee, etc.).
    c. There are four balls to a side or team, and they are generally made in two colors to distinguish the balls of one team from those of the opposing team (see section 4.2 for ball color selection process).
    d. The bocce balls may also be inscribed with distinctive lines to identify the balls of the players on the same team.

e. The pallino must not be larger than 63 millimeters (2.5 in) or smaller than 48 millimeters (1.875 in) in diameter and should be of a color visibly distinct from both teams' bocce ball colors.

2. Measuring Device
    a. A measuring device may be any device that has the capacity to accurately measure the distance between two objects, and is acceptable to tournament officials.
3. Ramps
    a. Ramps are used when an athlete does not have the physical ability to roll with their hand or hands.
    b. Ramps and other assistance devices may be used with the approval of the Competition Committee prior to competition. This must be noted on your registration.
    c. No mechanical aids shall be used to propel the bocce ball or pallino.
    d. All other tournament rules shall apply to athletes who require the use of ramps.

RULES OF COMPETITION

1. Divisioning
    a. For Special Olympics Ohio Competition, athletes will be divisioned first based on gender, mixed gender teams will compete in male divisions. However, in some cases, genders may need to be combined into one division to ensure a quality competition. Divisioning will be determined by combining each athlete or Unified partner's Individual Bocce Skills Test scores to determine a team score.
    b. Individual Bocce Skills Test scoring procedure:
        i. Each athlete or Unified Partner will play three modified games individually, which is known as a set. The athlete or Unified Partner should alternate from each end of the court and play the following allotted balls. The athlete or Unified Partner should not surpass the foul line when he/she plays the allotted balls.
        ii. First, the referee (or coach) will place the pallino at the marked spot (center) of the 9.15m or 30ft line, and the player will play eight balls. The referee (or coach) will measure the three closest ball and record their distances in Centimeters on the chart below.
        iii. Second, the referee (or coach) will place the pallino at the marked spot (center) of the 12.20m or 40ft line, and the player will play eight balls. The referee (or coach) will measure the three closest ball and record their distances in Centimeters on the chart below.
        iv. Third, the referee (or coach) will place the pallino at the marked spot (center) of the 15.24m or 50ft line, and the player will play eight balls. The referee (or coach) will measure the three closest ball and record their distances in Centimeters on the chart below.
        v. If the pallino is moved from its spot at 9.15-m (30-ft), 12.20- m (40-ft) or 15.24-m (50-ft), it is to be replaced on the spot before the next ball is rolled and before any measurements are taken. Measurements will be taken from the

center side of the bocce ball to the center side of the pallino, for a total of nine measurements, the sum of which becomes the athlete's divisioning score. The overall total for both players will be the team's final score.

c. Doubles are encouraged to play at least 3 games in their regular season.
d. Below is a copy of the skill scoresheet.

Team Name:					Team Type *(Traditional or Unified)*:				
Player 1 Divisioning Score Sheet					**Player 2 Divisioning Score Sheet**				
Name					Name				
	1	2	3	Total		1	2	3	Total
30ft Attempt	cm	cm	cm		30ft Attempt	cm	cm	cm	
40ft Attempt	cm	cm	cm		40ft Attempt	cm	cm	cm	
50ft Attempt	cm	cm	cm		50ft Attempt	cm	cm	cm	
			Overall Total					Overall Total	

2. Coin Toss Procedure
    a. A coin toss by the referee will determine which team has the pallino and choice of ball color.
    b. In the absence of a referee, the two-team captains will execute the coin toss. The coin toss should take place on the court.
3. Pallino Delivery
    a. A legal pallino delivery attempt must come to rest in-bounds. In-bounds refers to any area between the mid-court line and the pointing foul line at the opposite end of the court.
    b. Rule Interpretation - If the initial delivery of the pallino comes to rest in-bounds and within 12 inches of the sideboard, the referee will leave it there and play will continue.
    c. During the course of play, the position of the pallino may change as a result of normal play; however, the pallino may never come to rest closer than the half court marker or the frame is considered dead.
    d. If the pallino is hit out of bounds by a bocce ball, the frame is over. The "pallino advantage" remains with the team that delivered it, but the new frame will be played at the opposite end of the court.
4. Three Attempt Rule
    a. The team possessing the pallino will have three attempts at placing the pallino past the 9.15-meter (30-ft) mark and before the 3.05-meter (10-ft) mark on the opposite end: the pallino coming to rest on the half-court marker or on the 3.05-meter (10-ft) mark on the opposite end is deemed an unsuccessful attempt. If these three attempts are

unsuccessful, the opposing team will have one opportunity to place the pallino. If this attempt is unsuccessful, the referee will place the pallino in the center of the court at the 12.20-meter (40-ft) mark. However, at no time does a team lose its earned pallino advantage of being able to deliver the first ball.

5. Sequence of Play
    a. The pallino is rolled or tossed by a member of the team having won the coin toss to start the game. The player tossing the pallino must deliver the first ball. The team who delivers the first bocce ball becomes the “In Team”.
    b. After the pallino and first bocce ball have been delivered, the opposing team “Out Team” delivers a bocce ball in an attempt to position their bocce ball closest to the pallino. If they are successful, they step aside and allow the other team to deliver. If they are unsuccessful, they remain the “Out Team” and continue to deliver until they become the “In Team” or have exhausted their four bocce balls.
    c. The “nearest ball” rule governs the sequence of played balls. The team whose ball is closest to the pallino has the “in” ball and opposing team the “out” ball. Whenever a team gets “in” it steps aside and allows the “out” team to deliver.
6. Initial Point
    a. It is always incumbent upon the team with the pallino advantage to establish the initial point.
        i. Example 1: Team A tosses the pallino and delivers the first bocce ball to establish initial point. Team B hits Team A’s ball out of position, in doing so, both balls go out of the court, leaving the pallino in the court. Team A must now deliver the next ball to reestablish the initial point.

ii. Example 2: Team A player 1 tosses the pallino and delivers the first bocce ball, but the bocce ball is ruled dead. Team A player 1 must deliver the next (second) bocce ball. If he is unsuccessful then Team A player 2 has two attempts to throw a legal bocce ball.
iii. Unified - Initial Point: If the player who delivers the pallino is unable to establish the first point, then the other player who he is teamed with will attempt to establish the first point. They will continue alternating until the first point is established or they run out of bocce balls.
iv. The partner and athlete will always alternate.

7. Ball Delivery

a. A team has the option of rolling, tossing, bouncing, banking, etc., its ball down the court, provided it does not go out of bounds or the player does not violate the foul markers. A player also has the option of hitting out any ball in play in trying to obtain a point or decrease the opposing team's points. A player can grip the ball by placing his/her hand over or under the ball as long as the ball is released in an underhand delivery. An underhand delivery is defined as releasing the ball below the waist. See section 7 for further clarification.
b. "Volo" is not allowed. A volo shot is an aerial shot that is capable of going beyond the mid-court line. The delivered ball must be no higher than the shoulders. Violation of this rule will result in a "warning" to the offending player and coach. Further violation of this rule will result in disqualification (without replacement) of the player from the game.
c. "Dead" backboard – If a bocce ball hits the backboard without first touching either a bocce ball or the pallino, the ball will be ruled "dead" and removed from the court. If after striking the backboard without first touching another ball, it then caroms into a ball or balls, the displaced balls must be returned to their approximate original locations. If after striking the backboard without first touching another ball and causes balls leaning against the backboard to move, the displaced balls must be returned to their approximate original locations.
d. To legally deliver the ball, the player must have two feet inside the court at all times and the player must stay behind the foul line (not touching the foul line). The players may legally step over the foul line during follow-through if they have already released the ball.
e. A ball that is dropped behind the foul line is not considered to be a delivered ball
f. A bocce that rolls along the top of an enclosed court will be considered a dead ball, even if it falls back into the court.

8. Modifications/Interpretations
    a. The Sport Director/Event Director shall have the discretion to allow modifications/interpretations of the current technical rules based upon a physical disability characteristic. Such interpretation shall be requested as an accommodation and ruled on prior to the athlete's participation in a competition and shall not give advantage over another athlete. Delivery action interpretations will be concerned with the action a limb(s) is performing while delivering a pointing or hitting shot
    b. Any requested accommodations must be submitted with Registration.
9. Number of Balls played by a Player
    a. Two-Player Teams: Each player is allowed to play two balls.
10. Coaching
    a. <u>Discussion with any athlete and/or partner by a coach or spectator is prohibited once the athlete and or partner steps onto the field of play area as designated by the Sport Director/Event Director.</u>
    b. If an official determines that a coach/ partner/ spectator is violating this rule, the official may sanction the offending individual. Sanctions may include verbal warning,

citing the coach/partner with unsportsmanlike conduct or expulsion from the game.

11. Scoring
    a. At the end of each frame (when both teams have exhausted all balls), scoring will be determined as follows: 1 point will be awarded to each of the balls of one team that are closer to the pallino than the closest ball of the opposing team. This can be determined by viewing or by mechanical measurements.
    b. A player may request a mechanical measurement (Measurements will be taken from the center side of the bocce ball to the center side of the pallino).
    c. At the end of a frame, the referee announces the winning points and color to the players outside the court at the pallino end and before the balls are removed, the referee should look to the players for agreement.
    d. The players have a right to request a measurement if the players disagree with the referee.
    e. When the player or team agrees with the number of points awarded, the court official then proceeds to remove the balls to start the next frame.
    f. The scoring team for each frame will also win the pallino advantage for the subsequent frame.
    g. The referee will be responsible for validity of the scoreboard and scorecard, so it is incumbent upon the team captain to verify the accuracy of the posted score at all times.
    h. Ties during frame
        i. In the event that two opposing balls are equidistant from the pallino (tied), the team that rolled last will continue to roll until the tie is broken. Example: Team A rolls a ball toward the pallino and establishes the point. Then Team B rolls its ball toward the pallino, and the referee determines that they are both exactly

the same distance from the pallino. Team B must continue to roll until it has a point closer than Team A's ball. If Team B does roll up to the point, and Team A hits that ball out re-establishing a tie, Team A must continue to roll until the tie is broken.

i. Ties at the end of a frame
    i. In the event that the two balls closest to the pallino belong to opposing teams and are tied, no points will be awarded. The pallino returns to the team that last delivered it. Play resumes from the end of the court from which the frame was last played.

j. Winning Score
    i. Two-player team (two balls per player) = 12 point
    ii. Games will be played to either 12 points or once 20 minutes has elapsed, whichever occurs first. If time expires in the middle of an inning, the inning will be finished, but no new inning will start.

k. Scorecard
    i. It is the responsibility of each team captain to sign the scorecard after a match. The signatures will indicate the indisputability of the final score. Any captain who disagrees with the score or its validity should not sign games in which protests will be filed.

12. Player Designation
    a. Captain
        i. On any team, the captain must be designated and made known to the officials before play begins. The captain may not be changed during the course of a game, but may be changed during the course of a tournament. The tournament officials must be notified of this change prior to any subsequent games.
    b. Rotation of players
        i. Bocce Ball - The players of a team may elect to play their bocce ball in any rotation provided the player who throws the pallino delivers the first bocce ball.
            1. Exception: Unified teams must alternate between athlete and partner when delivering their bocce balls.
        ii. Pallino – All teams; the team with "pallino advantage" must alternate between team members, respective to their side of the court, from frame to frame when delivering the pallino.
            1. Example: Player 1 and 2 of Team A are at the same side of the court. If Team A has pallino advantage and Player 1 delivers the pallino; then the next time Team A has pallino advantage (at the side of the court that has Player 1 and 2), Player 2 must deliver the pallino.
    c. Position of Players
        i. To deliver a legal ball all players will be required to have two feet inside the court at all times.

1. Pallino: If a player has only one foot inside the court this will be considered their first attempt. The official will remind the player of having to have two feet inside court. Any other pallino delivers with only one foot inside court will be their second and/or third attempt.
2. Bocce ball: If a player delivers a ball with only one foot inside the court the first time in the game this happens the ball will be considered "live" a warning will be given to each team after which penalties will be prescribed.
    a. The penalty for a team committing a second ball delivery with only one foot inside the court during a game will be removal of the ball from play for that frame. Any "live" balls displaced will be returned to their approximate positions before the foul.

ii. Only the player delivering a ball is allowed access to the court.

13. Unified Sports Team
    a. Each Unified Sports doubles team shall consist of one athlete and one partner.
    b. There is no requirement within these rules as to who (Athlete or Partner) plays the pallino and first bocce ball. The order can change from game to game or frame to frame.
    c. Unified Partners MAY NOT change post regional competition. Only the pair who qualified together may advance to state.
14. Substitutions
    a. Official notification: Officials must be notified of substitutions prior to a scheduled game time or it will result in forfeiture of the match. There shall be no substitutions of team members once the regional qualifier has concluded, prior to State Competition. Only pairs that qualified together at a regional qualifier are qualified to enter State as a pair.
    b. Substitution of players: Only one substitute may be allowed per team per game. Substitutes may take the place of any player on the team and may substitute for different players on the same team during different games. As stated above, substitutions are not permitted after Regional Competition or during State Competition.
    c. Limitations: Once a player has registered to substitute for one team, he/she may not substitute for any other team during that competition. Substitutes should have a bocce skills test score equal to or lower than the person, they are substituting.
15. Forfeiture
    a. Teams will less than the prescribed number of players will forfeit the match.
    b. If both players on a doubles team are not present to play for either the regional tournament or the state tournament, the team MUST scratch. We will no longer allow for a modified game to be played with a single athlete.

c. If a registered pair for a **REGIONAL** event does not show up to the regional tournament prior to their first game, they are a scratch and do not qualify to advance to the state tournament.
d. If a registered pair for a **REGIONAL** event has one athlete that does not show up for the regional tournament prior to their first game, the athlete who did show up will be permitted to compete in their scheduled division, without a modification to the rules (ie. throw all 4 balls per side, per inning), however regardless of the outcome of the matches, they will receive a participation ribbon for the event and **WILL NOT** qualify to advance to the state tournament.
    i. The exception to this is if an athlete does not show up, but a Unified Partner does, the Unified Partner will not be permitted to compete alone and the team will be a scratch.
e. If a registered pair for a **REGIONAL** event does not show up or has only one participant show up to the regional tournament and in turn would not qualify to attend the state tournament at that event, the local coordinator may reach out to register them for another Special Olympics Ohio qualifying regional tournament, if available, in order to attempt to have the pair qualify to attend the state tournament.
f. If a registered pair for a **STATE** event does not have both athletes or the athlete and the Unified Partner, in the case of Unified divisions, show up prior to the first match of the event, it will be a scratch for all participants, without an option for any play by a single participant.

16. Timeouts
    a. The official may grant a timeout whenever the circumstances appear to be valid

b. The timeout will be limited to five minutes.

17. Delays of Games
    a. Intentional delay of game
        i. If, in the opinion of the official, the game is intentionally delayed without sufficient or valid reason, the official must give a warning.
        ii. If play is not resumed immediately, the delaying team will forfeit the match.
18. Checking Positions of Points
    a. One player from each team may proceed down the outside of the court before delivering his/her ball and the player must remain outside of the court while checking the position of points.
19. Other Circumstances
    a. Broken Ball
        i. If during the course of a frame a ball or pallino should break, the frame will be considered dead.
        ii. Replacement of a ball or pallino will be the responsibility of the Sport Director or Event Director
    b. Court Grooming
        i. Prior to Play
            1. All courts must be groomed to the satisfaction of the Sport Director/Event Director before the start of each game.
        ii. During Play
            1. Courts may not be reconditioned during the course of the game.
            2. Obstacles or objects such as stones, cups, etc., may be removed during the course of a game.
    c. Unusual Court Conditions
        i. If in the opinion of the Sport Director/ Event Director, the court conditions are such that play is impractical, the game can be stopped and resumed on another court or at another designated time.
    d. Moving ball or pallino
        i. No player may play his or her ball until a pallino or another ball has come to a complete rest.
    e. Mechanical Aid
        i. If due to a medical or physical condition an athlete requires the use of a mechanical aid to spot the position of the pallino, then a request must be submitted as an accommodation during registration.
        ii. The approved type of mechanical aid for spotting the position of the pallino is a sight stick. This stick should be a yard stick covered in a bright colored tape. Should this accommodation be requested and granted, the court attendant should be the only person who holds the stick behind the pallino, and should be removed from the court once the bocce ball is released from the athlete's hand.

20. Player Behavior

    a. During Play
        i. Whenever possible, a player should move off the court when an opponent is playing.
    b. Unsportsmanlike conduct
        i. Players shall act in a sportsmanlike manner at all times. Any act, which is deemed as poor sportsmanship, such as insulting language, gestures, actions or words which engender ill will, if flagrant, may result in disqualification.

21. Player Attire
    a. Proper attire
        i. Players will dress in a manner that does not interfere with the gameplay. It is suggested that teams wear attire specific to their delegation, as to be easily identified.
    b. Footwear
        i. Players will not be permitted to wear shoes which may damage or disrupt the court surface.
        ii. Players must wear close-toed shoes.
    c. Objectionable attire
        i. Players who wear objectionable or offensive clothing, or who are improperly attired, may not be allowed to participate in a tournament.

PENALTIES AND PROTESTS

1. Determination

    a. Immediately upon determination by the official that a foul has been committed, the official will notify the captains of both teams and inform them of the penalty imposed.

    b. The team fouled against has the option to decline any penalty imposed by the official and accept the lie of the ball(s) and continues playing. The ruling of the official is final, except as otherwise provided for hereafter.

2. Conditions Not Covered

    a. For conditions not specifically covered in these rules, the Sport Director/Event Director ruling shall be decisive and final.

3. Protests

    a. Any protest to an official's or Sport Director/Event Director's decision must be made by a Special Olympics certified bocce coach within 15 minutes of the completion of any game, and handed to the Venue Manager or Sport Director. The outcome of the protest will be considered final.

b. Protests will be acknowledged and judged based on merit in circumstances not specifically proved for hereunder.

4. Protest to Forfeiture

    a. If a team must forfeit a match because of not being present for a scheduled match, or as a result of violations hereunder prescribed, no official protest will be acknowledged.

5. Specific Fouls

    a. Foul-line fouls

        i. In both pointing and hitting, any part of the player's body, including the player's foot, or any apparatus used by an athlete such as a wheelchair, crutches, cane, etc., must not be in contact with any part of the foul line until after the ball is released and before the ball touches any part of the playing field in front of the specific foul line.

        ii. An official as a result of witnessing the foul, must call all fouls.

        iii. The penalty for a player (team) committing the foul will be to declare the specific ball being thrown dead.

        iv. If possible and safe, the referee will seek to stop the ball just delivered before it reaches the pallino and the other balls "in contention", remove the just released ball from the court and declare the just released ball to be a dead ball. If the just released ball does come in contact with the pallino 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.

    b. Moving ball or pallino

        i. The head official will not call for the next roll of a ball until the pallino or the currently played ball has come to a complete stop.

        ii. If a player, in any format of the game, delivers his or her ball before the pallino or a currently delivered ball has come to a complete stop, the referee should, if possible, safely stop the ball just delivered before it reaches the "balls in contention", be declared a dead ball, and removed from the court. If the referee cannot stop the ball before it reaches the "balls in contention", the referee should replace the pallino and the nearest balls to where they were before the improper ball delivery took place, and remove the just delivered ball from the court.

    c. Player plays more than his allotted number of balls with respect to a two-player team

i. When a player rolls an extra ball during a frame, the ball in question is declared dead.

ii. If possible and safe, the referee will seek to stop the ball just delivered before it reaches the pallino and the other "balls in contention", remove the just released ball from the court, and declare the just released ball to be a dead ball. If the just released ball does come in contact with the pallino 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. This condition will exist when a player on two-player team plays three balls instead of two.

iii. Two-Player Team: the remaining player on a two-player team will only have one ball to play.

d. Illegal movement of a ball belonging to your own team

i. If a player moves one or more of his or her team's balls, the ball(s) are removed from the court and considered dead and play continues.

e. Illegal movement of an opponent's ball

i. If, after all eight balls have been thrown, a player moves one or more of his/her opponent's balls, the opponent's balls that were moved will be awarded one point each.

ii. If a player moves one or more of his/her opponent's balls, and there are remaining unplayed balls, the referee will place the balls as close to their original position as possible and play will continue.

f. Illegal movement of the pallino by a player

i. If a player moves the pallino, the opposite team will be awarded as many points as the number of live balls that were "in contention" and the number of balls yet unplayed.

ii. If the team fouled against has no balls "in contention" and no balls remaining, then the frame will be declared dead by the referee and started over at the same end.

6. Accidental or Premature Movement of Balls or Pallino by a Referee

a. During play (when more balls are yet to be played)

i. If a referee, in the course of measuring or otherwise, moves either a “ball in contention" or the pallino, the frame is considered dead and started over at the same end.

b. After all balls are played

i. If the point or points were obvious to the referee, the points will be awarded. All uncertain points will not be awarded and the frame is considered dead and started over at the same end.

7. Interference with a Ball in Motion

a. By one’s own team

i. When a player interferes with his/her team’s ball in motion, the referee, as a result of witnessing the foul, must declare the ball being thrown dead.

ii. If possible and safe, the referee, will seek to stop the ball just delivered before it reaches the pallino and the other “balls in contention”, remove the just released ball from the court and declare the just released ball to be a dead ball. If the just released ball does come in contact with the pallino 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.

b. By opponent’s team

i. If a player interferes with an opponent’s ball in motion, the team fouled against has one of the following options:

1. Play the ball over.

2. Declare the frame dead.

3. Decline the penalty, accept the lie of the touched ball(s) and continues playing.

c. With no disruption of position

i. If a spectator, animal or object interferes with a ball in motion and that ball does not touch another ball already in play, it must be played over by the same player.

d. With disruption of position

i. If a spectator, animal or object interferes with a ball in motion, that ball touches another ball already in play, and "in contention" the frame is dead.

e. Other disruption of play

i. Any action that interferes with the position of the pallino or the ball of each team closest to the pallino renders the frame dead.

ii. In the event balls, other than the pallino, or the two opposing balls closest to it, are moved, they may be replaced as close as possible to the original position by the referee. Such disruptive action may be the result of a dead ball from another court, foreign objects, spectators or animals entering the court and changing the position of the ball(s) in play.

8. Wrong Color Ball Delivery

a. Replaceable

i. If a player delivers a wrong color ball, another player or the referee may not stop the ball. The ball must be allowed to come to rest and replaced with the proper colored ball by the referee.

b. Not replaceable

i. If a player delivers, a wrong color ball, which cannot be replaced without disturbing another ball already in play, the frame is declared dead and replayed from the same end.

9. Wrong Rotation of Play

a. Initial point

i. If a team wrongly delivers the pallino and its first ball, the referee will return the pallino and the first ball, which was played out of rotation.

ii. The referee will then ask the other color player or team to deliver the pallino when restarting the frame from the same end of the court.

b. Subsequent rolls of the proper color in an incorrect sequence

i. If a player delivers his or her ball when his or her team is "in" and the other team has balls left, the ball in question, if possible and safe, should be stopped by the referee before it reaches the "balls in contention", be declared a dead ball, and removed from the court.

ii. If the referee cannot stop the ball before it reaches the "balls in contention", the referee should replace the pallino and nearest balls to where they were before the out of rotation delivery took place.

INCLEMENT WEATHER

In the event that the weather during an outdoor bocce competition does not cooperate, we may need to delay the continuation of events until the weather improves. We will follow the guidelines set forth by the Ohio High School Athletic Association for outdoor sports. Thunder or lightning will result in a 30-minute delay, which will reset from the latest occurrence. When available and confirmed, we will continue to monitor the activity utilizing an advanced weather tracking system. The games management committee will make any call to delay, should this occur, and notify Venue Managers and/or officials, who will in turn notify those present.

DEFINITION OF PLAYING TERMS

1. Live Ball: Any ball in play that has been delivered.
2. Dead Ball: Any ball that has been disqualified or forfeited. A ball may be disqualified if:
    a. It is the result of a penalty.
    b. It has gone out of the court.
    c. It has come in contact with a person or object which is out of the court.
    d. It hits the top of the court boards.
    e. It hits the covering over the courts or any supports thereof.
    f. It is the result of a foot foul.
    g. It is the result of an illegal movement of your (team's) ball.
    h. It is the result of interference with a ball in motion by one's own team.
    i. It has been played before the pallino or currently delivered ball has come to a complete stop.
3. Bocce Ball: The larger playing ball.
4. Pallino: A small object ball sometimes called cue ball, beebee, etc.
5. Hitting/Shooting: The action of rolling a ball, which is thrown with sufficient velocity that it, would hit the backboard if it missed the target.
6. Bank or Rebound Shots: Bank or rebound shot refers to playing a ball off either the sideboards or backboard.
7. Pointing: The action of rolling a ball to obtain a point close to the pallino.
8. Frame: the period in the game in which balls are played from one side of the court to the other and points are awarded.
9. "In contention": Used across any section of the rule book means, balls that an official would deem to be balls that he/she will potentially need to measure or award as scoring balls.
10. Foul: A rule infraction for which a penalty is prescribed.