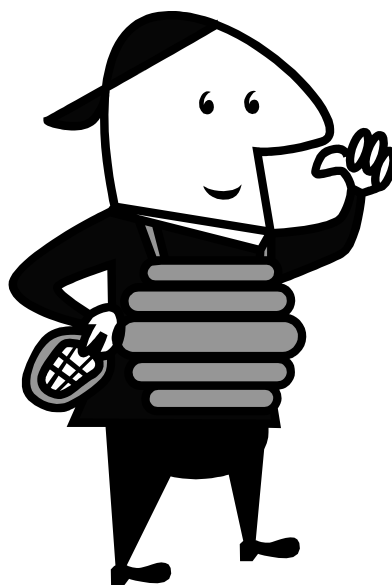


Special Olympics South Dakota

2017

Area Softball

Fall Classic



BOCCE / SOFTBALL TOURNAMENTS

- All rules will be the same for area and state.
- Area participation is required to be eligible for participation at state.

Northeast Area Softball Tournament

Scheduling of event TBD

Southeast Area Softball Tournament

Date: August 19, 2017

Location: Sherman Park Softball Complex, Sioux Falls

Time: 9:30 am

Registration Deadline: August 4, 2017

Registration Fee: No charge

Send registration to State Office

Black Hills Area Softball Tournament

Date: August 26, 2017

Location: Star of the West, Rapid City

Time: 9:30 am

Registration Deadline: August 4, 2017

Registration Fee: No charge

Send registration to Black Hills Area Director Cathy Grubb

Fall Classic

Bocce

Date: September 15, 2017

Location: Caldwell Sports Complex, Mitchell

Pre-registration Deadline: July 14, 2017

Registration Deadline: August 4, 2017

Registration Fee: \$5.00 per Players

Send registration to State Office

Softball

Date: September 16 & 17, 2017

Location: Caldwell Sports Complex, Mitchell

Pre-registration Deadline: July 14, 2017

Registration Deadline: August 4, 2017

Registration Fee: \$50.00 per Team

Send registration to State Office

REGISTRATION INSTRUCTIONS AREA SOFTBALL TOURNAMENT

The following forms must be included for your registration to be complete:

1. **Area Softball Registration Form 1: Delegation Summary Form** pg. I-4
2. **Area Softball Registration Form 2: Team Registration** pg. I-5 One per team
3. **Form D: Volunteer Rosters** pg. B-8 or pg. I-6
Please list all chaperones, coaches and Unified Partners who will accompany your group.
Each person on this list must have the appropriate applications on file with the State Office.

These forms must be included if not already on file at the State Office

4. **Form A: Application for Participation & Physical Form** pg. B-3/4
For new athletes and those who have expired forms.
5. **Form E: Class A Volunteer Application** pg. B-9/10
One per coach/chaperone must be on file with the State Office.
6. **Form F: Unified Partner Application** pg. B-11/12
One per Unified Partner (regardless of age) must be on file with the State Office.

See individual forms for mailing instructions

2017 DELEGATION SUMMARY FORM AREA SOFTBALL TOURNAMENT DUE: AUGUST 4, 2017

Check the Area Tournament in which you will be participating

<input type="checkbox"/> Southeast Area Send all Area forms to: SOSD 800 E. I-90 Lane Sioux Falls, SD 57104	<input type="checkbox"/> Northeast Area Send all Area forms to: SOSD 800 E. I-90 Lane Sioux Falls, SD 57104	<input type="checkbox"/> Black Hills Area Send all Area forms to: Cathy Grubb 821 Stanley St. Belle Fourche, SD 57717
---	---	---

All medicals MUST be on file with the state office one week prior to events, i.e., these forms WILL NOT be accepted during the check-in process at events.

Name of Delegation: _____

Head of Delegation: _____

Address: _____

Home Phone: _____ **Work Phone:** _____

E-Mail: _____

Cell # During The Games: _____

DELEGATION TOTALS:

_____ Total Number of Softball Players

_____ Total Teams

_____ Total Number of Registered Coaches/Chaperones

_____ Delegation Total

_____ Total Number Eating Lunch

AREA SOFTBALL TEAM REGISTRATION & ROSTER
(ONE PER SOFTBALL TEAM)
DUE: AUGUST 4, 2017

Name of Delegation: _____

Head of Delegation: _____

Team Name or Number: _____
(Limit of 10 characters)

Junior Team (15 under) Senior Team (16 over)

Slow Pitch Team Competition (Place a plus (+) by slow pitch athletes hitting off a tee)

Tee Ball Competition

Unified Team Competition (Place an asterisk (*) by the Unified Partners)

Player Development Team (Skill level of Athletes & UP is not equal)

Competitive Team (Skill level of Athletes and UP is equal)

	<u>ATHLETE NAME:</u>	<u>M/F:</u>	<u>AGE:</u>
1.	_____	_____	_____
2.	_____	_____	_____
3.	_____	_____	_____
4.	_____	_____	_____
5.	_____	_____	_____
6.	_____	_____	_____
7.	_____	_____	_____
8.	_____	_____	_____
9.	_____	_____	_____
10.	_____	_____	_____

Level 2 Certified Head Coach: _____

Coaches 1. _____ 2. _____

Volunteer Roster

School/Agency: _____ **Event:** Area Softball

This form is required for all Local, Area, and State Games. All Special Olympics volunteer applicants (Class A) who have regular, close physical contact with athletes; are in a position of authority or supervision of athletes; are in a position of trust of athletes; and/or handle substantial amounts of cash or other assets of athletes, are subject to mandatory background / motor vehicle checks initiated and paid for by SOSD. **Form E (Class A Volunteer Application) must be on file at the State Office.**

Examples of Class A volunteers includes, but are not limited to Coaches, Chaperones, and adult Unified Partners.

All volunteers appearing on this roster must be at least 16 years of age and cleared by SOSD before attending an event.

The maximum Coach/Chaperone: Athlete ratio is 1:1
The minimum Coach/Chaperone: Athlete ratio is 1:4

HOD: This describes a person over seeing an entire delegation and has completed Level 1 and 2 Coaches Training Courses (**One person per delegation**).

Head Coach: This describes a person who trains athletes, leads teams and has completed Level 1 and 2 Coaches Training Courses. (**Unified Head Coaches must complete these plus Coaching Unified Sports**).

Coach: This describes a person who trains athletes, leads teams and has completed Level 1 Coaches Training Course. (**Unified Coaches must complete these plus Coaching Unified Sports**).

Chaperone: This describes someone who supervises athletes. A Chaperone CANNOT coach athletes.

CUSC: Put an X in the box if Coaching Unified Sports Certified

Area / State: Put an X in the box indicating which event(s) each volunteer will be attending

HOD (Level 2 certified)		CUSC	Area	State	Chaperone (Include Minors)		Area	State
1.					1.			
Head Coach (Level 2 certified)		CUSC	Area	State	2.			
1.					3.			
2.					4.			
3.					5.			
4.					6.			
5.					7.			
6.					8.			
7.					9.			
8.					10.			
9.					11.			
10.					12.			
11.					13.			
12.					14.			
Coach (Level 1 certified)		CUSC	Area	State	Unified Partner (Include Minors)		Area	State
1.					1.			
2.					2.			
3.					3.			
4.					4.			
5.					5.			
6.					6.			
7.					7.			
8.					8.			
9.					9.			
10.					10.			
11.					11.			
12.					12.			
13.					13.			
14.					14.			

FALL CLASSIC

STATE SOFTBALL TOURNAMENT

September 16 & 17, 2017
Mitchell, South Dakota
Caldwell Sports Complex

TYPE OF PLAY:

Game schedules will be determined based upon registrations and sent to HOD's prior to the tournament. When possible, a round-robin format will be used.

COST:

\$50.00 per team of 15 players.

RULES:

Amateur Softball Association Rules are employed except when in conflict with Special Olympics rules.

AWARDS:

Medals will be awarded to each athlete on the top 3 teams in each division, with ribbons awarded to the remainder.

MAKE-UP OF TEAMS:

Male, Female and Coed will all compete together. For Jr. unified and slow-pitch divisions, if there is an athlete who must hit off a tee, please indicate this as directed on the team registration form. In these situations, slow-pitch rules (not tee ball rules) will apply. No batting tee's are allowed in the Sr. unified division.

SPIRIT & SPORTSMANSHIP AWARD:

We would like to recognize those players who epitomize sportsmanship. Good sportsmanship is the practice of playing fair, of taking loss or defeat without complaint or victory without gloating, treating opponents with respect, fairness, generosity, and courtesy. "Winning is for a day. Sportsmanship is for a lifetime."

Coaches will be asked to submit one player from each of their team(s) to be on the Spirit & Sportsmanship Team. These team members will receive a certificate in the mail after the tournament. From these nominees, one player from each division will be chosen to receive the Spirit & Sportsmanship Award. These players will be presented a plaque during team awards.

MEALS:

The following meals will be provided: Saturday lunch and dinner / Sunday lunch. **Details to follow at a later date.** Concessions will be available at the complex both days.

UNIFORM & EQUIPMENT REQUIREMENTS:

Before purchasing new uniforms, please refer to Section J (Brand Identity Guidelines) in the Competition Guide

- Teams need to furnish gloves, bats, helmets, batting tee's, and catcher's equipment.
- No advertisement or sponsor names can appear on the uniforms.
- All team uniforms must be alike in color, trim, and style.
- Numbers of contrasting color must be worn on the back of all uniforms at all times.
- Numbers must be at least 15.0 centimeters high.
- No two team members may have identical numbers.
- Sliding pants may be worn.
- If one team member wears sliding pants, then all players must wear them in the same color and style.
- Shoes must be worn at all times.

- Official shoes must be made with either canvas or leather uppers – or similar materials.
- No metal spikes permitted.
- Catchers must wear a face mask and catcher's helmet.
- All batters and base runners must wear a batter's helmet.

CORRESPONDENCE:

You will be receiving your registration confirmation and tournament/competition updates via your e-mail.
PLEASE CHECK YOUR E-MAIL OFTEN.

Tentative
2017 State Softball Tournament
Schedule of Events
Mitchell, South Dakota

SATURDAY, SEPTEMBER 16th

8:00 am	Delegation Registration	Caldwell Sports Complex
8:15 am	Line-Up for Opening Ceremony	Caldwell Sports Complex
8:30 am	Opening Ceremony	Caldwell Sports Complex
9:00 am - 4:00 pm	Tournament Games	Caldwell Sports Complex
11:00 am - 12:00 pm	Lunch Break	Caldwell Sports Complex
5:00 pm - 8:00 pm	Dinner	TBD
5:00 pm - 9:00 pm	Dance	TBD

SUNDAY, SEPTEMBER 17th

9:00 am - 4:00 am	Games Continue	Caldwell Sports Complex
11:00 am	Lunch	Caldwell Sports Complex

REGISTRATION INSTRUCTIONS STATE SOFTBALL TOURNAMENT

The following forms must be included for your registration to be complete:

1. **Softball Form 1: Delegation Summary Form** pg. I-16
2. **Softball Form 2: Softball Team Registration and Roster** pg. I-17 One per team
3. **Form C: Certificate of Training / Acknowledgment of Policies** pg. B-7 or pg. I-18
A number of minimum training hours have been established for each sport. Please be sure your athletes have met the minimum training requirements.
4. **Form D: Volunteer Rosters** pg. B-7 or pg. I-19
Please list all chaperones, coaches and Unified Partners who will accompany your group. Each person on this list must have the appropriate applications on file with the State Office.

These forms must be included if not already on file at the State Office

5. **Form A: Application for Participation & Physical Form** pg. B-3/4
For new athletes and those who have expired forms.
6. **Form E: Class A Volunteer Application** pg. B-9/10
One per coach/chaperone must be on file with the State Office.
7. **Form F: Unified Partner Application** pg. B-11/12
One per Unified Partner (regardless of age) must be on file with the State Office.

RETURN TO:

**SPECIAL OLYMPICS SOUTH DAKOTA
800 E. I-90 Lane
SIOUX FALLS, SD 57104**

**1-800-585-2114
(605)331-4117
FAX: (605)331-4328**

**2017 STATE SOFTBALL TOURNAMENT
PRE-REGISTRATION DUE: July 14, 2017**

This form does not commit you to attend the tournament. If you are considering attending - please return this so we may plan meals and workers accordingly.

Name of Delegation: _____

Head of Delegation: _____

Address: _____

Home Phone: _____ **Work Phone:** _____

E-Mail: _____

Number of Teams Per Event: Slow pitch Team Competition _____
Tee Ball Competition _____
Unified Team Competition _____

Number of Players: _____

Number of Coaches/Chaperones: _____

TOTAL: _____

Total Number of meals needed for Coaches, Chaperones and Athletes:

Saturday Lunch _____

Saturday Dinner _____

Sunday Lunch _____

No charge for these meals

RETURN TO:

**SPECIAL OLYMPICS SOUTH DAKOTA
800 E. I-90 Lane
SIOUX FALLS, SD 57104**

**1-800-585-2114
(605)331-4117
FAX: (605)331-4328**

DELEGATION SUMMARY FORM SOFTBALL

DUE: August 4, 2017

Name of Delegation: _____

Head of Delegation: _____

Address: _____

Home Phone: _____ Work Phone: _____

E-Mail: _____

Cell # During The Games: _____

All medicals MUST be on file with the state office one week prior to events, i.e., these forms WILL NOT be accepted during the check-in process at events.

DELEGATION TOTALS:

_____ Total Number of Softball Players

_____ Total Teams

_____ Total Number of Registered Coaches/Chaperones

_____ Delegation Total

FEES:

Total # of Teams _____ X \$50.00 = \$ _____

MEALS:

Total coaches, chaperones and athletes: Saturday Lunch _____

 Saturday Dinner _____

 Sunday Lunch _____

No charge for these meals

Send registration to the State Office

SOFTBALL TEAM REGISTRATION & ROSTER

(ONE PER SOFTBALL TEAM)
DUE: AUGUST 4, 2017

Name of Delegation: _____

Head of Delegation: _____

Team Name or Number: _____
(Limit of 10 characters)

Junior Team (15 under) Senior Team (16 over)

Slow Pitch Team Competition (Place a plus (+) by slow pitch athletes hitting off a tee)

Tee Ball Competition

Unified Team Competition (Place an asterisk (*) by the Unified Partners)

Player Development Team (Skill level of Athletes & UP is not equal)

Competitive Team (Skill level of Athletes and UP is equal)

<u>ATHLETE NAME:</u>	<u>M/F:</u>	<u>AGE:</u>
1. _____	_____	_____
2. _____	_____	_____
3. _____	_____	_____
4. _____	_____	_____
5. _____	_____	_____
6. _____	_____	_____
7. _____	_____	_____
8. _____	_____	_____
9. _____	_____	_____
10. _____	_____	_____

Level 2 Certified Head Coach: _____

Coaches 1. _____ 2. _____

Certificate of Training / Acknowledgment of Policies

Certificate of Training

One copy of this form is required for each State Event in which you are registering, i.e. one for Basketball, one for the Fall Classic, one for Summer Games.

Date of Event: _____

Sport: _____

I confirm that the athletes from: _____

- Have fulfilled the minimum hours of training for the above sport
- Began training at least 8 (eight) weeks prior to this competition
- Have met all requirements of Special Olympics South Dakota

Minimum Training Requirements

Bowling	Bowl a minimum of five (5) 3-game series or a total of 15 games over a minimum of 8 weeks.
Winter Games	A minimum of 15 hours over a minimum of 8 weeks.
Basketball	A minimum of 15 hours over a minimum of 8 weeks.
Summer Games	A minimum of 15 hours over a minimum of 8 weeks. The number of hours required would be divided among the number of sports in which you are participating; for example: 3 sports - 5 hrs/sport 2 sports - 7.5 hrs/sport 1 sport - 15 hours
Equestrian	A minimum of 15 hours over a minimum of 8 weeks.
Fall Classic	A minimum of 15 hours over a minimum of 8 weeks. The number of hours required would be divided among the number of sports in which you are participating; for example: 2 sports - 7.5 hrs/sport 1 sport - 15 hours

Acknowledgment of Policies

By signing below, I acknowledge I have read, understand, and am abiding by the following policies set forth by Special Olympics South Dakota:

These policies can be found in Section A of the Competition Guide:

- 15 Passenger Van Use Policy
- Sub Program Request for Merchandise Procedures
- Volunteer Screening Policy
- Athlete Housing Policy
- Insurance Information
- Social Media Policy
- Service Animal Policy
- Concussion Awareness and Safety Recognition Policy

Head of Delegation Signature

Date

Volunteer Roster

School/Agency: _____ **Event:** State Softball

This form is required for all Local, Area, and State Games. All Special Olympics volunteer applicants (Class A) who have regular, close physical contact with athletes; are in a position of authority or supervision of athletes; are in a position of trust of athletes; and/or handle substantial amounts of cash or other assets of athletes, are subject to mandatory background / motor vehicle checks initiated and paid for by SOSD. **Form E (Class A Volunteer Application) must be on file at the State Office.**

Examples of Class A volunteers includes, but are not limited to Coaches, Chaperones, and adult Unified Partners.

All volunteers appearing on this roster must be at least 16 years of age and cleared by SOSD before attending an event.

The maximum Coach/Chaperone: Athlete ratio is 1:1
The minimum Coach/Chaperone: Athlete ratio is 1:4

HOD: This describes a person over seeing an entire delegation and has completed Level 1 and 2 Coaches Training Courses (**One person per delegation**).

Head Coach: This describes a person who trains athletes, leads teams and has completed Level 1 and 2 Coaches Training Courses. (**Unified Head Coaches must complete these plus Coaching Unified Sports**).

Coach: This describes a person who trains athletes, leads teams and has completed Level 1 Coaches Training Course. (**Unified Coaches must complete these plus Coaching Unified Sports**).

Chaperone: This describes someone who supervises athletes. A Chaperone CANNOT coach athletes.

CUSC: Put an X in the box if Coaching Unified Sports Certified

Area / State: Put an X in the box indicating which event(s) each volunteer will be attending

HOD (Level 2 certified)		CUSC	Area	State	Chaperone (Include Minors)		Area	State
1.					1.			
Head Coach (Level 2 certified)		CUSC	Area	State	2.			
1.					3.			
2.					4.			
3.					5.			
4.					6.			
5.					7.			
6.					8.			
7.					9.			
8.					10.			
9.					11.			
10.					12.			
11.					13.			
12.					14.			
Coach (Level 1 certified)		CUSC	Area	State	Unified Partner (Include Minors)		Area	State
1.					1.			
2.					2.			
3.					3.			
4.					4.			
5.					5.			
6.					6.			
7.					7.			
8.					8.			
9.					9.			
10.					10.			
11.					11.			
12.					12.			
13.					13.			
14.					14.			

SOFTBALL

GENERAL RULES

The Official Special Olympics Sports Rules for Softball shall govern all Special Olympics competitions. As an international sports program, Special Olympics has created these rules based upon the Amateur Softball Association (ASA) and the National Governing Body (NGB) Rules for slow pitch softball. ASA or NGB rules will be employed except when they are in conflict with the Official Special Olympics Sports Rules for Softball. In such cases, the Official Special Olympics Sports Rules for Softball shall apply.

SECTION A - SOSD OFFICIAL EVENTS

1. Slow Pitch Team Competition
2. Tee Ball Competition
3. Unified Slow Pitch Competition

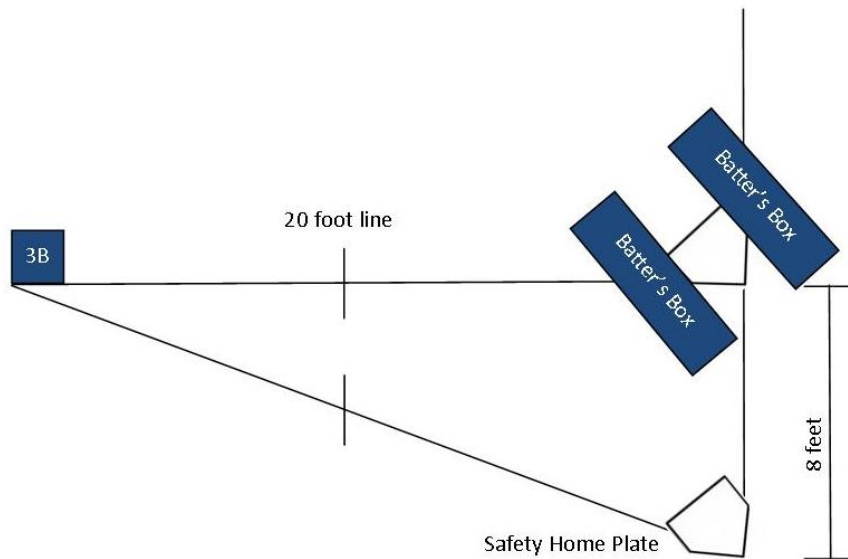
SECTION B - EQUIPMENT

1. Only bats marked by the manufacturer as "Official Softball" may be used.
2. A first baseman's trapping-type mitt may be worn by first basemen and catchers only.
3. The catcher must wear a facemask and batter's helmet.
4. All batters and base runners must wear a batter's helmet.
5. A 30cm (11 3/4") red stitch restricted softball must be used.

SECTION C - GENERAL RULES AND MODIFICATIONS

1. **Team Competition**
 - a. No divisioning games will be played.
 - b. General Rules and Modifications
 - 1) The batter count shall start at 1 ball and 1 strike.
 - 2) The field shall conform to ISF standards.
 - 3) A regulation game shall consist of seven innings. The game will be considered complete if after 5 full innings of play one team leads the other by 10 runs or more. A new inning will not begin after 50 minutes into a game.
 - 4) The distance from home plate to the pitcher's rubber may be modified to a minimum distance of 12.19m (40') from the official distance of 15.24m (50').
 - 5) The base distance will be 70'.
 - 6) An extra player, referred to as an "EP," is optional, but if one is used, it must be made known prior to the start of the game and be listed on the scoring sheet in the regular batting order. If the EP is used, he/she must be used the entire game. Failure to complete the game with the EP results in the forfeiture of the game.
 - 7) The EP must remain in the same position in the batting order for the game.
 - 8) If an EP is used, all 11 must bat and any 10 may play defense. Defensive positions may be changed, but the batting order must remain the same.
 - 9) The EP may be substituted for at any time. The substitute must be a player who has not yet been in the game. The starting EP may re-enter.
 - 10) When batting, players will take their stance within the lines of the batter's box.
 - 11) The ball must be pitched in an underhand motion, and should travel in an arc that is no less than 1.83m (6') and no greater than 3.66m (12').
 - 12) Four balls constitute a walk and three strikes constitute an out. If the batter has two strikes and fouls off the third pitch, he/she shall be declared out.
 - 13) An appeal play is defined as a play in which an umpire is unable to make a decision unless he/she is requested to do so by a coach or player. The appeal can be made if a coach or player asks the umpire to make a ruling.
 - 14) The umpires are empowered to make all decisions on the playing field. If a protest is made, it shall be brought to the Softball Rules Committee who will then make a final decision. A protest may only be made if it questions the applicability of the rules. **No protest will be considered which pertains to any judgment call made by an umpire.**
 - 15) If a coach touches a runner while the ball is still in play, that runner will be declared out. Coaches are required to stay within the boundaries of the coach's boxes.
 - 16) For safety, a double first base will be used.

- 17) For safety, a double home plate will be used. All plays at the plate, the runner will be called out if the catcher is in possession of the ball and in contact with home plate prior to the runner reaching the second home plate. There are no tag plays at the plate.
- Once a runner passes the commitment line (20' from home plate), they may not return to 3B (the runner will be called out if returning to 3B and the ball remains live).
 - If the runner advances to the original home plate, they will be called out and the ball remains live.
 - If the runner continues the original foul line and interferes with the fielder taking the throw at the plate, the ball is dead and the runner is out.



2. Tee Ball Competition

a. No divisioning games will be played.

b. Playing Area

The Field shall conform to FIS standards, with the following modifications:

- A "neutral zone" will be marked in an arc of 14 meters (45' 11¼") from home plate. Any batted ball that does not cross this line will be designated a foul ball.
- The distance from home plate to the pitchers rubber may be modified to a minimum distance of 14m (45' 1¼").
- The coaches' circle will be located 3m (9' 10¼") beyond second base and made with a 1.8 meter (5' 11") diameter. One coach from the defensive team may be allowed to stand in this circle while his team is on the field.

c. Team and Players

Each team must have 10 players in the following positions to start a game.

- | | |
|---------------------|---|
| 1) Pitcher | Defensive position is on the rubber |
| 2) Catcher | Defensive position is behind the plate |
| 3) First Baseman | Normal defensive position |
| 4) Second Baseman | Normal defensive position |
| 5) Third Baseman | Normal defensive position |
| 6) Shortstop | Normal defensive position |
| 7) Four Outfielders | Must play a minimum of 3m (9' 10¼") behind infielders |

d. General Rules and Modifications

- A batting tee will be placed directly on home plate.

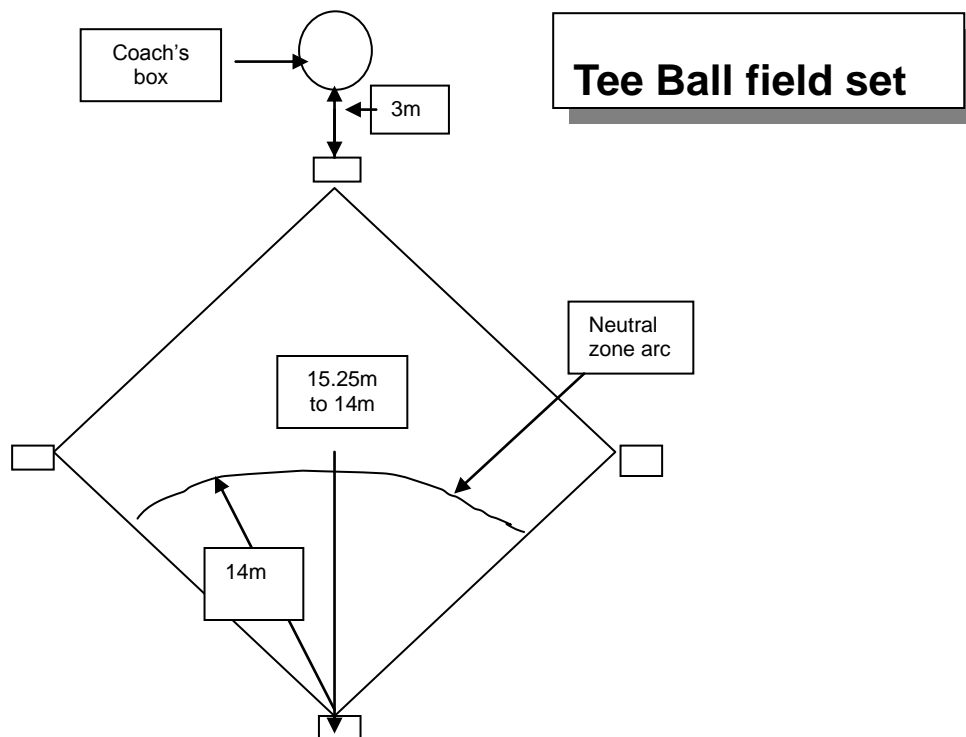
- 2) A coach from the batting team will adjust the tee to fit the batter.
- 3) To start play, the catcher will place the ball on the tee and the umpire will say "play ball".
- 4) The batter will step into the batter's box and hit the ball.
- 5) If the batter completely misses the ball and the tee, the attempt shall be ruled a strike.
- 6) All defensive players must stand behind the neutral zone before the ball is hit. They may come into the neutral zone after the ball is hit to field it. If they touch a ball within the neutral zone, it will be called a fair ball.
- 7) If the batter has two strikes and fouls off the third attempt, he/she shall be declared out.
- 8) The batting team's half of the inning shall end when three outs have been made or the batting order is complete.
- 9) The batter must hit the ball within the foul lines and beyond the 14m (45' 11¼") neutral zone to be ruled a fair ball. If a batted ball does not leave the neutral zone, and the defensive player does not touch it, the ball will be called a foul ball.
- 10) A regulation game consists of six innings. A new inning will not begin after 50 minutes into the game.
- 11) The umpires are empowered to make all decisions on the playing field. If a protest is made, it shall be brought before the Softball Rules Committee who will then make a final decision. A protest will not be considered which pertains to any judgment call made by an umpire.
- 12) After a ball is hit into fair territory and the batter has left the batter's box, the umpire shall remove the tee from home plate and set it in foul territory.

e. Substitutions

- 1) Substitutions may be made anytime that time is called.
- 2) Any of the starting players may leave and re-enter the game. This may be done by each starting player only once, with the provision that the players occupy the same position in the batting order as the one they occupied when they left the game. A starting player may only re-enter the game for the person who substituted for him/her. Substitutes may re-enter the game in the same manner.

f. Coaches Privileges

- 1) Two base coaches are allowed for the offensive team, one in the first base coaches' box and one in the third base coaches' box. Both coaches must remain in the box while their team is at bat.
- 2) One of the two base coaches must adjust the tee to the proper height for each batter and return to the coaches' box.
- 3) One coach from the defensive team may be allowed on the field, and he/she must remain in the coaches' circle behind second base. Also, he/she must make a reasonable attempt to avoid any ball that is thrown in his/her direction.



3) Unified Team Competition

- a. The batter count shall start at 1 ball and 1 strike.
- b. The roster shall contain a proportionate number of athletes and partners.
- c. During competition, the line-up shall never exceed five athletes and five partners (six athletes and six partners if the EP is used) at any time. Failure to adhere to the required ratio results in a forfeit.
- d. Each team shall have an adult non-playing coach responsible for the lineup and conduct of the team during competition.
- e. The batting order shall be an alternation of athletes and partners.
- f. During competition, the position requirements are as follows: two athletes and two partners in both the infield and the outfield, and one athlete and one partner as pitcher and catcher.
- g. Coaches shall take appropriate measures to prevent any player from dominating the game.
- h. Coaches shall warn any athlete whose play is deemed dangerous. Subsequent dangerous play by that athlete shall result in disqualification from the game. This is to ensure that a player does not create a health and safety risk for other players.

FALL CLASSIC

STATE BOCCE TOURNAMENT

September 16 & 17, 2017
Mitchell, South Dakota
Caldwell Sports Complex

TYPE OF PLAY:

Unified Doubles and Traditional Doubles

COST:

\$5.00 per Athlete / Unified Partner

RULES:

Special Olympics sports rules for Bocce.

AWARDS:

Medals will be awarded to each athlete on the top 3 teams in each division, with ribbons awarded to the remainder.

MAKE-UP OF TEAMS:

Doubles teams only. There will be male and female divisions. (Co-ed will compete in male divisions).
Traditional Teams will be made-up of two Athletes.
Unified Teams shall consist of one Athlete and one Unified Partner.

MEALS:

Lunch will be provided to registered athletes, unified partners, coaches and chaperones.

UNIFORM & EQUIPMENT REQUIREMENTS:

- Specific uniforms are not required.
- Attire should be neat and clean.
- Tennis shoes are required.

CORRESPONDENCE:

You will be receiving your registration confirmation and tournament/competition updates via your e-mail.
PLEASE CHECK YOUR E-MAIL OFTEN.

Tentative

2017 State Bocce Tournament Schedule of Events Mitchell, South Dakota

FRIDAY, SEPTEMBER 15th

8:00 am	Team Check-in	Caldwell Sports Complex
8:45 am	Line-Up for Opening Ceremony	Caldwell Sports Complex
9:00 am - 4:00 pm	Tournament Games	Caldwell Sports Complex
11:30 am	Lunch Break	Caldwell Sports Complex

REGISTRATION INSTRUCTIONS STATE BOCCE TOURNAMENT

The following forms must be included for your registration to be complete:

1. **State Bocce Form 1: Delegation Summary Form** pg. I-24
2. **State Bocce Form 2: State Bocce Registration and Roster** pg. I-25
3. **Form C: Certificate of Training / Acknowledgment of Policies** pg. B-7 or pg. I-27
A number of minimum training hours have been established for each sport. Please be sure your athletes have met the minimum training requirements.
4. **Form D: Volunteer Rosters** pg. B-7 or pg. I-28
Please list all chaperones, coaches and Unified Partners who will accompany your group. Each person on this list must have the appropriate applications on file with the State Office.

These forms must be included if not already on file at the State Office

5. **Form A: Application for Participation & Physical Form** pg. B-3/4
For new athletes and those who have expired forms.
6. **Form E: Class A Volunteer Application** pg. B-9/10
One per coach/chaperone must be on file with the State Office.
7. **Form F: Unified Partner Application** pg. B-11/12
One per Unified Partner (regardless of age) must be on file with the State Office.

RETURN TO:

**SPECIAL OLYMPICS SOUTH DAKOTA
800 E. I-90 Lane
SIOUX FALLS, SD 57104**

**1-800-585-2114
(605)331-4117
FAX: (605)331-4328**

**2017 STATE BOCCE TOURNAMENT
PRE-REGISTRATION DUE: JULY 14, 2017**

This form does not commit you to attend the tournament. If you are considering attending - please return this so we may plan meals and workers accordingly.

Name of Delegation: _____

Head of Delegation: _____

Address: _____

Home Phone: _____ **Work Phone:** _____

E-Mail: _____

APPROXIMATE NUMBER OF ATHLETES & UNIFIED PARTNERS PARTICIPATING: _____

ESTIMATED NUMBER OF THOSE EATING LUNCH: _____

Lunch provided at no cost to registered athletes, unified partners and coaches

RETURN TO:

**SPECIAL OLYMPICS SOUTH DAKOTA
800 E. I-90 Lane
SIOUX FALLS, SD 57104**

**1-800-585-2114
(605)331-4117
FAX: (605)331-4328**

DELEGATION SUMMARY FORM BOCCE DUE: AUGUST 4, 2017

Name of Delegation: _____

Head of Delegation: _____

Address: _____

Home Phone: _____ Work Phone: _____

E-Mail: _____

Cell # During The Games: _____

All medicals MUST be on file with the state office one week prior to events, i.e., these forms WILL NOT be accepted during the check-in process at events.

DELEGATION TOTALS:

_____ Total Number of Athletes and Unified Partners

_____ Total Number of Registered Coaches/Chaperones

_____ Delegation Total

FEES:

Total # of Athletes & Unified Partners: _____ X \$5.00 = \$ _____

MEALS:

Total coaches, chaperones and athletes eating Friday Lunch: _____

No charge for these meals

Send registration to the State Office

2017 STATE BOCCE TOURNAMENT

Name of Delegation: _____

Head of Delegation (Level 2 Certified): _____

Team ID: Assign a 2-digit number for each Team beginning with 01.

A = Athlete UP = Unified Partner

	TEAM ID: <input style="width: 40px;" type="text"/>	Traditional <input type="checkbox"/>	Unified <input type="checkbox"/>	M/F:	AGE:	BOSAT:	
1.	A	_____	_____	_____	_____	_____	TOTAL:
2.	A / UP	_____	_____	_____	_____	_____	<input style="width: 40px;" type="text"/>

	TEAM ID: <input style="width: 40px;" type="text"/>	Traditional <input type="checkbox"/>	Unified <input type="checkbox"/>	M/F:	AGE:	BOSAT:	
1.	A	_____	_____	_____	_____	_____	TOTAL:
2.	A / UP	_____	_____	_____	_____	_____	<input style="width: 40px;" type="text"/>

	TEAM ID: <input style="width: 40px;" type="text"/>	Traditional <input type="checkbox"/>	Unified <input type="checkbox"/>	M/F:	AGE:	BOSAT:	
1.	A	_____	_____	_____	_____	_____	TOTAL:
2.	A / UP	_____	_____	_____	_____	_____	<input style="width: 40px;" type="text"/>

	TEAM ID: <input style="width: 40px;" type="text"/>	Traditional <input type="checkbox"/>	Unified <input type="checkbox"/>	M/F:	AGE:	BOSAT:	
1.	A	_____	_____	_____	_____	_____	TOTAL:
2.	A / UP	_____	_____	_____	_____	_____	<input style="width: 40px;" type="text"/>

	TEAM ID: <input style="width: 40px;" type="text"/>	Traditional <input type="checkbox"/>	Unified <input type="checkbox"/>	M/F:	AGE:	BOSAT:	
1.	A	_____	_____	_____	_____	_____	TOTAL:
2.	A / UP	_____	_____	_____	_____	_____	<input style="width: 40px;" type="text"/>

	TEAM ID: <input style="width: 40px;" type="text"/>	Traditional <input type="checkbox"/>	Unified <input type="checkbox"/>	M/F:	AGE:	BOSAT:	
1.	A	_____	_____	_____	_____	_____	TOTAL:
2.	A / UP	_____	_____	_____	_____	_____	<input style="width: 40px;" type="text"/>

	TEAM ID: <input style="width: 40px;" type="text"/>	Traditional <input type="checkbox"/>	Unified <input type="checkbox"/>	M/F:	AGE:	BOSAT:	
1.	A	_____	_____	_____	_____	_____	TOTAL:
2.	A / UP	_____	_____	_____	_____	_____	<input style="width: 40px;" type="text"/>

BOCCE SKILLS ASSESSMENT TEST (BOSAT) WORKSHEET

Do not submit this form with your registration. This is an information gathering tool for you only. This information is required, however, on your State Bocce Registration Form 2.

TEAM MEMBERS		TRIALS									Sum of 9 Throws	Team Total
		1 30 ft.			2 40 ft.			3 50 ft.				
1	A											
	A/U											
2	A											
	A/U											
3	A											
	A/U											
4	A											
	A/U											
5	A											
	A/U											
6	A											
	A/U											
7	A											
	A/U											
8	A											
	A/U											

RULES

Each athlete should play three modified games, called a set. The athlete should alternate from each end of the court and play the following allotted balls. The athlete should not surpass the foul line when he/she plays the allotted balls:

Place the pallina at the 30 ft. line, and the player should play eight balls. The closest 3 balls will be measured and recorded.

Place the pallina at the 40 ft. line, and the player should play eight balls. The closest 3 balls will be measured and recorded.

Place the pallina at the 50 ft. line, and the player should play eight balls. The closest 3 balls will be measured and recorded.

The sum of the athletes and the unified partners scores shall be their doubles team score.

Certificate of Training / Acknowledgment of Policies

Certificate of Training

One copy of this form is required for each State Event in which you are registering, i.e. one for Basketball, one for the Fall Classic, one for Summer Games.

Date of Event: _____

Sport: _____

I confirm that the athletes from: _____

- Have fulfilled the minimum hours of training for the above sport
- Began training at least 8 (eight) weeks prior to this competition
- Have met all requirements of Special Olympics South Dakota

Minimum Training Requirements

Bowling	Bowl a minimum of five (5) 3-game series or a total of 15 games over a minimum of 8 weeks.
Winter Games	A minimum of 15 hours over a minimum of 8 weeks.
Basketball	A minimum of 15 hours over a minimum of 8 weeks.
Summer Games	A minimum of 15 hours over a minimum of 8 weeks. The number of hours required would be divided among the number of sports in which you are participating; for example: 3 sports - 5 hrs/sport 2 sports - 7.5 hrs/sport 1 sport - 15 hours
Equestrian	A minimum of 15 hours over a minimum of 8 weeks.
Fall Classic	A minimum of 15 hours over a minimum of 8 weeks. The number of hours required would be divided among the number of sports in which you are participating; for example: 2 sports - 7.5 hrs/sport 1 sport - 15 hours

Acknowledgment of Policies

By signing below, I acknowledge I have read, understand, and am abiding by the following policies set forth by Special Olympics South Dakota:

These policies can be found in Section A of the Competition Guide:

- 15 Passenger Van Use Policy
- Sub Program Request for Merchandise Procedures
- Volunteer Screening Policy
- Athlete Housing Policy
- Insurance Information
- Social Media Policy
- Service Animal Policy
- Concussion Awareness and Safety Recognition Policy

Head of Delegation Signature

Date

Volunteer Roster

School/Agency: _____ **Event:** State Bocce

This form is required for all Local, Area, and State Games. All Special Olympics volunteer applicants (Class A) who have regular, close physical contact with athletes; are in a position of authority or supervision of athletes; are in a position of trust of athletes; and/or handle substantial amounts of cash or other assets of athletes, are subject to mandatory background / motor vehicle checks initiated and paid for by SOSD. **Form E (Class A Volunteer Application) must be on file at the State Office.**

Examples of Class A volunteers includes, but are not limited to Coaches, Chaperones, and adult Unified Partners.

All volunteers appearing on this roster must be at least 16 years of age and cleared by SOSD before attending an event.

The maximum Coach/Chaperone: Athlete ratio is 1:1
The minimum Coach/Chaperone: Athlete ratio is 1:4

HOD: This describes a person over seeing an entire delegation and has completed Level 1 and 2 Coaches Training Courses (**One person per delegation**).

Head Coach: This describes a person who trains athletes, leads teams and has completed Level 1 and 2 Coaches Training Courses. (**Unified Head Coaches must complete these plus Coaching Unified Sports**).

Coach: This describes a person who trains athletes, leads teams and has completed Level 1 Coaches Training Course. (**Unified Coaches must complete these plus Coaching Unified Sports**).

Chaperone: This describes someone who supervises athletes. A Chaperone CANNOT coach athletes.

CUSC: Put an X in the box if Coaching Unified Sports Certified

Area / State: Put an X in the box indicating which event(s) each volunteer will be attending

HOD (Level 2 certified)		CUSC	Area	State	Chaperone (Include Minors)		Area	State
1.					1.			
Head Coach (Level 2 certified)		CUSC	Area	State	2.			
1.					3.			
2.					4.			
3.					5.			
4.					6.			
5.					7.			
6.					8.			
7.					9.			
8.					10.			
9.					11.			
10.					12.			
11.					13.			
12.					14.			
Coach (Level 1 certified)		CUSC	Area	State	Unified Partner (Include Minors)		Area	State
1.					1.			
2.					2.			
3.					3.			
4.					4.			
5.					5.			
6.					6.			
7.					7.			
8.					8.			
9.					9.			
10.					10.			
11.					11.			
12.					12.			
13.					13.			
14.					14.			

BOCCE GENERAL RULES

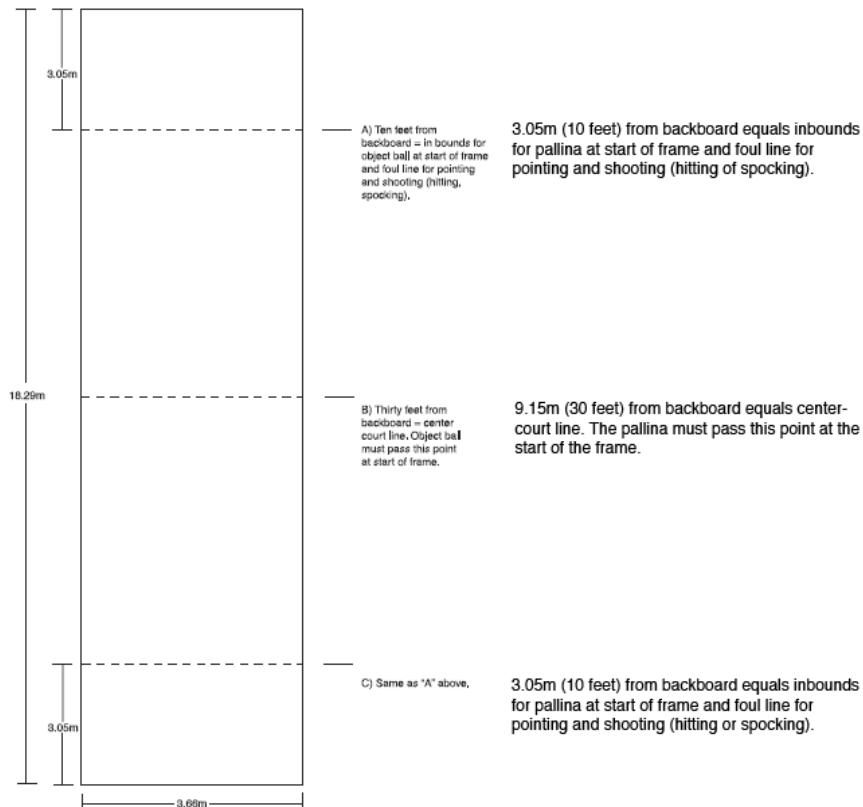
The International Federation for Bocce is Special Olympics Inc. and therefore the Official Special Olympics Sports Rules for Bocce shall govern all Special Olympics competitions.

Refer to Article 1, <http://resources.specialolympics.org/article1.aspx>, for more information pertaining to Codes of Conduct, Training Standards, Medical and Safety Requirements, Divisioning, Awards, Criteria for Advancement to Higher Levels of Competition and Unified Sports.

SECTION A — THE COURT AND EQUIPMENT

1. Court

- a. The court is an area 3.66 meters (12 feet) wide by 18.29 meters (60 feet) long.
- b. 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.
- c. 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 mm (12 inches). The end walls should be composed of a rigid material such as wood or Plexiglas. 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 mm (2 inches) in width should be marked on all courts for the following:
 - 1) Foul line for pointing or shooting (hitting)—3.05 meters (10-foot line) from the backboards.
 - 2) Half-court marker — minimum distance pallina is played at the start of the frame. During the course of play, the position of the pallina may change as a result of normal play; however, the pallina may never come to rest closer than the half-point marker, 9.15-meter (30-foot) line, or the frame is considered dead.
 - 3) The 3.05-meter (10-foot) and 9.15-meter (30-foot) lines should be permanently drawn from sideboard to sideboard.



2. Equipment

- 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 inches) to 110 millimeters (4.33 inches) 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. The pallina must not be larger than 63 millimeters (2.5 inches) or smaller than 48 millimeters (1.875 inches) in diameter and should be of a color visibly distinct from both teams' bocce ball colors.
- c. 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. For divisioning purposes, a retractable steel tape graduated in millimeters should be used.

SECTION B — RULES OF COMPETITION

1. The Game

- a. Equipment — Bocce is played with eight balls and one smaller target or object ball called the pallina (jack, cue, beebie, etc.). 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. The bocce balls may also be inscribed with distinctive lines to identify the balls of the players on the same team.
- b. Pallina and color — A coin toss by the referee will determine which team has the pallina and choice of ball color. In the absence of a referee, the two team captains will execute the coin toss. The coin toss should take place on the court.
- c. Three-attempt rule — The team possessing the pallina will have three attempts at placing the pallina beyond the 9.15-meter (30-foot) mark and before the 3.05-meter (10-foot) mark on the opposite end. If these three attempts are unsuccessful, the opposing team will have one opportunity to place the pallina. If this attempt is unsuccessful, the referee will place the pallina in the center of the court at the 15.24-meter (50-foot) mark (opposite end foul line). However, at no time does a team lose its earned pallina advantage of being able to deliver the first ball.
- d. Sequence of play — The pallina is rolled or tossed by a member of the team having won the coin toss to start the game. The player tossing the pallina must deliver the first ball. The opposing team will then deliver their bocce balls until the point is taken or they have exhausted their four balls. This "nearest ball" rule governs the sequence of played balls. The side whose ball is the closest to the pallina is called the "in" ball and the opposing side the "out" ball. Whenever a team gets "in," it steps aside and allows the "out" team to deliver.
- e. Initial point — It is always incumbent upon the team with the pallina advantage to establish the initial point. Example: Team A tosses the pallina and delivers the first ball. Team B elects to hit Team A's ball out of position. In doing so, both balls, Team A's and Team B's, fly out of the court, leaving only the pallina in the court. It is incumbent upon Team A to re-establish the initial point.
- f. Ball delivery — 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.
 - 1) The Event Manager/Tournament Director shall have the discretion to allow for certain modifications/interpretations of the current technical rules based upon a physical disability characteristic. Such interpretation shall be requested 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.
- g. Number of balls played by a player

Two-Player Team — each player is allowed to play two balls.

- h. Coaching
 - 1) Discussion with any athlete and/or partner is prohibited once the athlete and or partner steps onto the court.
 - 2) 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.
- i. Scoring—At the end of each frame (when both teams have exhausted all balls), scoring will be determined as follows: points are awarded to the team whose balls are closer to the pallina than the closest ball of the opposing team, which can be determined by viewing or by mechanical measurements. 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 pallina). At the end of a frame, the referee announces the winning points and color to the players outside the court at the pallina end and before the balls are removed, the referee should look to the players for agreement. The players have a right to request a measurement if the players disagree with the referee. 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. The scoring team for each frame will also win the pallina advantage for the subsequent frame. 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.
- j. 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. Example: Team A rolls a ball toward the pallina and establishes the point. Then Team B rolls its ball toward the pallina, and the referee determines that they are both exactly the same distance from the pallina. 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.
- k. 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.
- l. Winning score
Two-player team (two balls per player) either the first team to 12 points or the team that is ahead after 30 minutes.

2. Penalties

- a. Enforcement of penalties
 - 1) Determination — Immediately upon determination by the official that a foul has been committed, the official will notify both teams and inform them of the penalty imposed. 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.
- b. Specific Fouls
 - 1) Foul-line fouls — In both pointing and hitting, the foremost part of the specific foul line will not be surpassed by any part of the player's foot, or any apparatus used by an athlete such as a wheelchair, crutches, cane, etc., after the ball is released and before the ball touches any part of the playing field in front of the specific foul line. An official as a result of witnessing the foul, must call all fouls. The penalty for a player (team) committing the foul will be to declare the specific ball being thrown dead. If possible and safe, the referee will seek to stop the ball just delivered before it reaches the pallina 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 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.

- 2) Player plays more than his allotted number of balls with respect to a two- or four-player team — When a player rolls an extra ball during a frame, the ball in question is declared dead. If possible and safe, the referee will seek to stop the ball just delivered before it reaches the pallina 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 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. This condition will exist when a player on a two-player team plays three balls instead of two or a player on a four-player team plays two balls instead of one. Two-Player Team — the remaining player on a two-player team will only have one ball to play. Four-Player Team — the remaining players who haven’t played any balls must decide who is to play the remaining unplayed balls.
 - 3) Illegal movement of a ball belonging to your own team — 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.
 - 4) Illegal movement of an opponent’s ball — 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. 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.
 - 5) Illegal movement of the pallina by a player — If the pallina is moved by a player, the opposite team will be awarded as many points as the number of live balls that were “in contention” plus the number of balls yet unplayed. 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.
- c. Accidental or premature movement of balls or pallina by a referee
- 1) Accidental movement of a ball or pallina during play (when more balls are yet to be played) — If a referee, either in the course of measuring or otherwise, moves a ball “in contention” or the pallina, the frame is considered dead and started over at the same end.
 - 2) Accidental or premature movement of a ball or pallina, by a referee, after all balls are played. 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.
- d. Interference with a ball in motion
- 1) By one’s own team —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. If possible and safe, the referee, will seek to stop the ball just delivered before it reaches the pallina 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 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.
 - 2) By opponent’s team—If a player interferes with an opponent’s ball in motion, the team fouled against has one of the following options:
 - a) Play the ball over.
 - b) Declare the frame dead.
 - c) Decline the penalty, accept the lie of the touched ball(s) and continues playing.
 - 3) With no disruption of position — 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.
 - 4) With disruption of position — If a spectator, animal or object interferes with a ball in motion and that ball touches another ball already in play and “in contention” the frame is dead.
 - 5) Other disruption of play — Any action which interferes with the position of the pallina or the ball of each team closest to the pallina renders the frame dead. In the event balls other than the pallina or the two opposing balls closest to it are moved, they may be replaced as close as possible to the original position by the two captains or 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.

- e. Wrong color delivery
 - 1) Replaceable — If a player delivers a wrong color ball, the ball may not be stopped by another player or the referee. The ball must be allowed to come to rest and replaced with the proper colored ball by the referee.
 - 2) Not replaceable — 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.

- f. Wrong rotation of play
 - 1) Initial point — If a team wrongly delivers the pallina and its first ball, the referee will return the pallina and the first ball which was played out of rotation. The referee will then ask the other color player or team to deliver the pallina when restarting the frame from the same end of the court.
 - 2) Subsequent rolls of the proper color in an incorrect sequence — 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 should if possible and safe be stopped by the referee 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 pallina and nearest balls to where they were before the out of rotation delivery took place.

3. Other Circumstances

- a. Broken ball — If during the course of a frame a ball or pallina should break, the frame will be considered dead. Replacement of a ball or pallina will be the responsibility of the Tournament Director.

- b. Court grooming
 - 1) Prior to play — All courts must be groomed to the satisfaction of the Tournament Director before the start of each game.
 - 2) Court grooming during play — Courts may not be reconditioned during the course of the game. Obstacles or objects such as stones, cups, etc., may be removed during the course of a game.
 - 3) Unusual court conditions — If in the opinion of the Tournament 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.

- c. Moving ball or pallina — No player may play his or her ball until a pallina or another ball has come to a complete rest.

- d. Mechanical Aid — If due to a medical or physical condition an athlete requires the use of a mechanical aid to spot the position of the pallina, then discretion can be given to the Event Manager/Tournament Director for this to be permitted. Items such as a bell or bright colored cone for a visually impaired athlete are examples of this type of mechanical aid. If a cone is used as a mechanical aid it should be placed as close as possible to the Pallina, usually behind, and removed from the court once the Bocce ball is released from the athlete’s hand. If a bell is used it should be rung while held over the Pallina.

4. Player Behavior

- a. Whenever possible, a player should move off the court when an opponent is playing.

- b. Unsportsmanlike conduct — 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.

- c. Attire
 - 1) Proper attire — Players will dress in a manner which will bring credit to them and the sport of bocce.
 - 2) Footwear — Players will not be permitted to wear shoes which may damage or disrupt the court surface. It is recommended that all players will wear close-toed shoes.
 - 3) Objectionable attire — Players who wear objectionable or offensive clothing, or who are

improperly attired, may not be allowed to participate in a tournament.

SECTION C — DEFINITION OF PLAYING TERMS

1. Ball: Live and Dead

- a. A live ball is any ball in play that has been delivered.
- b. A dead ball is any ball that has been disqualified or forfeited. A ball may be disqualified if:
 - 1) It is the result of a penalty.
 - 2) It has gone out of the court.
 - 3) It has come in contact with a person or object which is out of the court.
 - 4) It hits the top of the court boards.
 - 5) It hits the covering over the courts or any supports thereof.
 - 6) It is the result of a foot foul.
 - 7) It is the result of an illegal movement of your (team's) ball.
 - 8) It is the result of interference with a ball in motion by one's own team.

2. Bocce Ball and Pallina

- a. The pallina is a small object ball sometimes called cue ball, beebee, etc.
- b. The bocce ball is the larger playing ball.

3. Other Terms

- a. Hitting is sometimes known as shooting. Hitting is the action of rolling a ball which is thrown with sufficient velocity that it would hit the backboard if it missed the target. Bank or rebound shot refers to playing a ball off either the sideboards or backboard.
- b. Pointing is the action of rolling a ball to obtain a point close to the pallina. Frame is the period in the game in which balls are played from one side of the court to the other and points are awarded.
- c. "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.

4. Foul

A foul is a rule infraction for which a penalty is prescribed.

SECTION D — DIVISIONING

1. Divisions will be determined based on the BOSAT scores. See page I-26 for more information.