



Special Olympics
**Unified Champion
Schools**

Indoor Unified Bocce Competition Management



Special Olympics
Unified Sports[®]



Agenda

- Prior to Game Day
- Personnel & equipment Needs
- Determining Court Needs
- Game Day Responsibilities
- Supporting Materials
- Questions





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Prior to Game Day!



Head Coach and AD

Head Coach and Athletic Director should determine the following:

- Who will be the Event Director?
- Who will recruit the officials? Volunteers?
- Who will work with the appropriate staff to ensure tables and chairs are set up, bleachers are pulled, the main scoreboard/timer is set up, the sound system is operational, and any other logistics?



Game Day Timeline

- Set-up, warm-up, coaches meeting & submit lineup cards - **20 minutes**
- Welcome, National Anthem & roster announcement - **5 minutes**
- Games
 - 1 Team vs 1 Team – 2 games **30 minutes each with 5 minutes between**
 - 1 Team vs 2 Teams - 2 games **30 minutes each with 5 minutes between**
 - 2 teams vs 2 Teams - 4 games **30 minutes each with 5 minutes between)**
- Golden Frame (*if necessary*) – **10 Minutes**
- Clean up and departure - **15 minutes**

***All matches must start after school.**



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Personnel & Equipment Needs



Volunteers

- ❑ 1 Scorekeeper – Student/Adult per court
- ❑ 1 Recorder/timekeeper – Student/Adult per court
- ❑ 1 Head Official – Adult per court
- ❑ 1 Line Official – Student/Adult per court
- ❑ 1 Announcer/scoreboard operator



Gym Set-Up

- ❑ Bleachers are pulled out for spectators
- ❑ Electronic scoreboard and/or stopwatch (s)
- ❑ Public address system
- ❑ 16 Chairs for teams (8 on each end of the court)
 - ❑ 4 extra chairs in case of paraprofessionals/aides
- ❑ Scorer's table & 4 chairs (two behind the table, 1 on both sides of the table (coach chairs))



Announce/Head
Score Table

XX

Score Table

XX

XX

XXXX

XXXX



12 feet

XXXX

60 feet

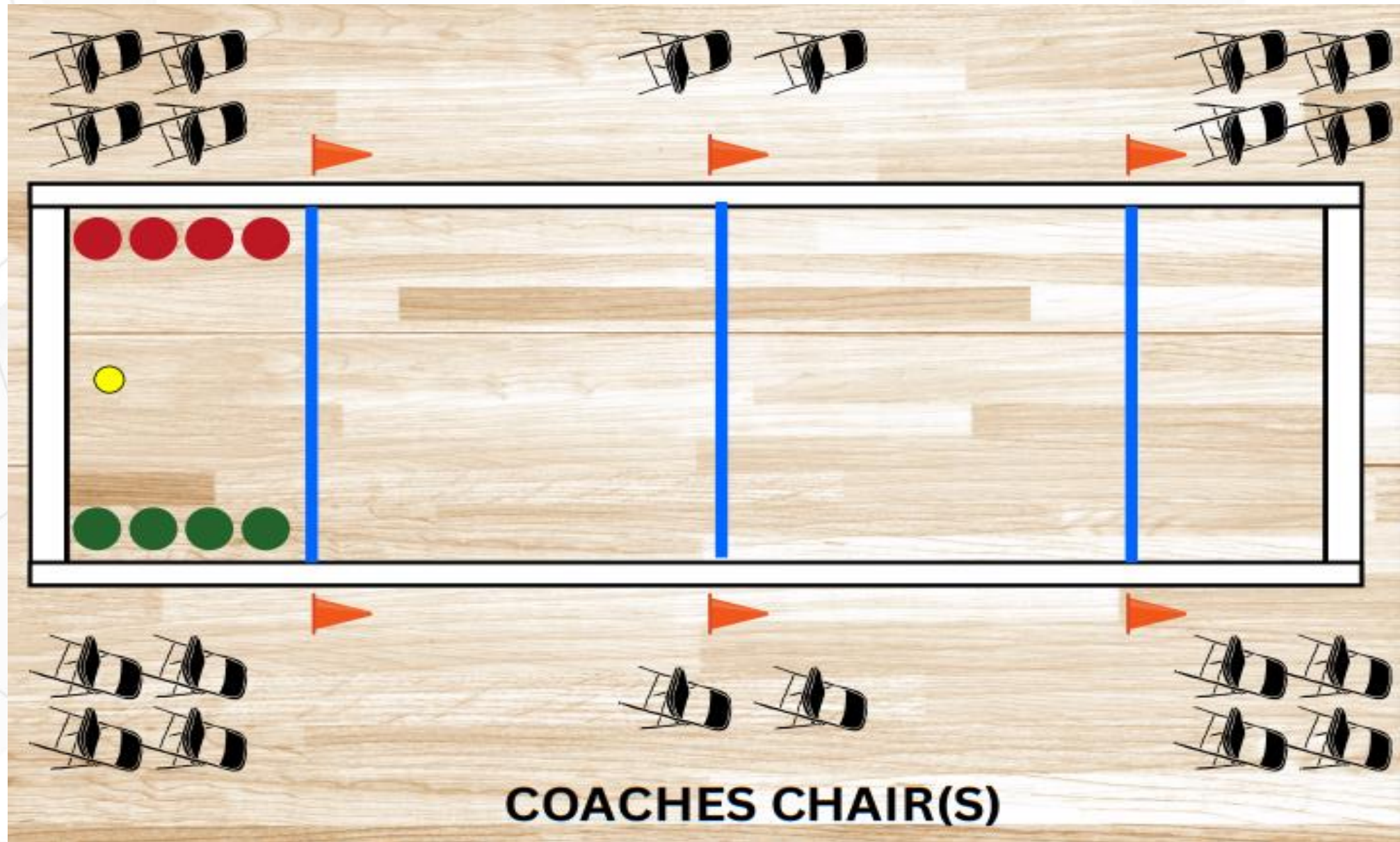
XXXX



X = Chair



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COACHES CHAIR(S)



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Score Table Items

- ❑ Bocce score sheet on laptop
- ❑ Pencils
- ❑ Stop Watch
- ❑ Flip Chart (if not using scoreboard)



Announcer Table/Main Score Table

- ❑ Announcers Script
- ❑ Line up cards (team rosters)
- ❑ Bocce Spectator Guidelines
- ❑ National Anthem recording or students singing it
- ❑ Music can be played prior to the start of competition and in between games, **but never during actual competition!**
- ❑ Indoor Unified Bocce Coaches Resource Guide



Officials Items

- ❑ Measuring tape
- ❑ Coin
- ❑ Paddle
- ❑ White Official Shirt
(ask them to wear black pants and sneakers)



Official Polos

All official polos are white with black embroidery. No customization allowed.





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Game Day Responsibilities



Your SOPA Liaison

- Check in to ensure you are ready for the meet.
- Will email link to your Game Day Score sheet.
 - All score sheets will be on a Google Doc
 - **We track individual TEAM wins, losses, and points scored, so it is imperative that the score sheets are filled out correctly!**
- Attend the meet if possible, first year schools are the priority.
- Check in after the meet to see how things went.



**Interscholastic Unified Bocce
Gameday Scoresheet
Game 1, Court 1**

*Special
Olympics
Pennsylvania*



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Ball Color				Ball Color			
SCHOOL & TEAM #	Pittsburgh	Captain	Athlete or Partner	SCHOOL & TEAM #	Philly	Captain	Athlete or Partner
Player 1	Doug	<input type="checkbox"/>	A ▾	Player 1	Ashley	<input type="checkbox"/>	A ▾
Player 2	Eric	<input type="checkbox"/>	A ▾	Player 2	Traci	<input type="checkbox"/>	A ▾
Player 3	Stephanie	<input type="checkbox"/>	A ▾	Player 3	Lizbeth	<input type="checkbox"/>	A ▾
Player 4	Chase	<input type="checkbox"/>	A ▾	Player 4	Brynne	<input type="checkbox"/>	A ▾
Player 5	Camryn	<input type="checkbox"/>	P ▾	Player 5	Kim	<input type="checkbox"/>	P ▾
Player 6	Andrew	<input type="checkbox"/>	P ▾	Player 6	Lauren	<input type="checkbox"/>	P ▾
Player 7	Hayden	<input type="checkbox"/>	P ▾	Player 7	Jan	<input type="checkbox"/>	P ▾
Player 8	Jen	<input type="checkbox"/>	P ▾	Player 8	Mike	<input type="checkbox"/>	P ▾

At the end of each frame, record the points under the proper color.	School & Team Initials				
	Frame #	RED	GREEN	Coin Toss	
	1	▾	▾	Court #	1 ▾
	2	▾	▾	Date:	December 6, 2023
	3	▾	▾	Time:	3:30
	4	▾	▾	Court Official:	Michelle
	5	▾	▾	WINNER	
	6	▾	▾	<i>SIGNATURES</i>	
	7	▾	▾	Official:	
	8	▾	▾	Team 1 Coach:	
	9	▾	▾	Team 2 Coach:	
10	▾	▾			
FINAL SCORE					



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Athletic Directors

If schools close due to snow or unforeseen circumstances (ice, heat loss, etc.)

- AD of the closed school calls athletic director of the other school
- AD's from both schools work together reschedule the match
- AD's contact their coaches with the new date
- One of the AD's **must** contact the UCS Liaison with the new date



Announcer

1. Opening Ceremonies
2. Announces the teams playing at each court
3. Announces the scores of each game after the completion of each frame
4. Announces when there are 2 minutes left in the game
5. Ensures music is only played prior to competition and in between games, and not during the games.



Scorekeepers

- Ensure the score sheet is complete
- Change the score on the scoreboard/flip chart
- Use Second Stopwatch - 60 second time outs
- Listen for the 2 minute announcement and make sure the officials & coaches have heard the announcement
- After the 2 minute announcement, a new frame should not start, unless the game is tied.
- Head Coaches & Officials must confirm final score with scorekeeper
- Provide Announcer with final score to be announced



**Interscholastic Unified Bocce
Gameday Scoresheet
Game 1, Court 1**



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Ball Color	RED			Ball Color	GREEN		
SCHOOL & TEAM #	Pittsburgh	Captain	Athlete or Partner	SCHOOL & TEAM #	Philly	Captain	Athlete or Partner
Player 1	Doug	<input type="checkbox"/>	A	Player 1	Ashley	<input type="checkbox"/>	A
Player 2	Eric	<input type="checkbox"/>	A	Player 2	Traci	<input type="checkbox"/>	A
Player 3	Stephanie	<input type="checkbox"/>	A	Player 3	Lizbeth	<input type="checkbox"/>	A
Player 4	Chase	<input type="checkbox"/>	A	Player 4	Brynne	<input type="checkbox"/>	A
Player 5	Camryn	<input type="checkbox"/>	P	Player 5	Kim	<input type="checkbox"/>	P
Player 6	Andrew	<input type="checkbox"/>	P	Player 6	Lauren	<input type="checkbox"/>	P
Player 7	Hayden	<input type="checkbox"/>	P	Player 7	Jan	<input type="checkbox"/>	P
Player 8	Jen	<input type="checkbox"/>	P	Player 8	Mike	<input type="checkbox"/>	P

At the end of each frame, record the points under the proper color.	School & Team Initials	PGH	PHILLY	Coin Toss	Red
	Frame #	RED	GREEN	Court #	1
	1	2	0	Date:	December 6, 2023
	2	0	1	Time:	3:30
	3	0	1	Court Official:	Michelle
	4	1	0	WINNER	Pittsburgh
	5	0	3	<i>SIGNATURES</i>	
	6	3	0	Official:	<i>Michelle</i>
	7			Team 1 Coach:	<i>Tim</i>
	8			Team 2 Coach:	<i>Kevin</i>
	9				
10					
FINAL SCORE	6	5			



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Game Officials

- View "[How to Officiate Bocce](#)" Video – a minimum of 3 times!
- ***Join our webinar tomorrow, 12/7 at 3:30***
- Review a copy of the bocce rules the day of the match.
- Speak up - Make you calls loud for all to hear.
- Acknowledge the coaches request for a time-out.
- Acknowledge the captains request for a measurement.
- When in doubt measure it out!
- **Wear black pants, sneakers & officials polo when officiating!**



Host Site Head Coach

Prior to the start of the match confirm the following:

Ensure both teams play **only** rostered players.

- Check player attire.
- Check Team #
 - Must have a minimum of 4 players on Game Day (2 athletes/2 partners)
 - If not - team forfeits and an exhibition game may be played.
 - A forfeit gets recorded as an 8-0 win for the team who did not forfeit
- Host Head Coaches Meeting.



Visiting Coach

- Bring snacks for your team! - (No snack eating during the match)
- Bring your court, bocce balls, paddle & tape measure if needed
 - *Only if both schools have two teams & host school has one set*
- Arrive a minimum 20 minutes early.
- Arrive in team uniforms.
- Submit lineup card upon arrival.
- Attend Head Coaches meeting.





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Court Needs and Play Sequence



Each school has 1 team = 1 court

Play Schedule:

- Game 1 - School A Team 1 plays School B Team 1
- Game 2 - School A Team 1 plays School B Team 1
- **Golden Frame** (*optional*)
 - Tie Break – to determine winning school



Each School has 2 Team = 2 Courts

Play Schedule:

- Game 1, Court 1 - School A Team 1 plays School B Team 1
- Game 1, Court 2 - School A Team 2 plays School B Team 2
- Game 2, Court 1 - School A Team 1 plays School B Team 2
- Game 2, Court 2 - School A Team 2 plays School B Team 1

The school with a 3-1 or 4-0 record wins the match.

A **Golden Frame is optional** and can be used as a tie break & will be used if the score is tied 2 games to 2 games



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One School 1 Team & Other has 2 Teams = 1 Court

Play Schedule

- Game 1 - School A Team 1 plays School B Team 1
- Game 2 - School A Team 1 plays School B Team 2
 - If there is 1-1 tie after the two games, a **Golden Frame** is played





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Golden Frame - Tie Breaker



How to do a Golden Frame

- Each Team chooses 4 teammates for a 1 frame roll off!
 - Team must consist of 2 athletes and 2 partners
 - IF the school has 2 teams, the coach must choose the 2 athletes and 2 partners from **one** of the teams
- Coin toss is used to start the frame
- All rules apply (no time outs in Golden Frame)
- Winner of the one frame wins the match
- **This 1 frame tie break does not count towards individual team records!!!!**





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Results Tracking



Results Tracking

- Standings for each individual **team** will be kept throughout the season.
- Divisional Play standings will count toward record for advancement
 - Win Percentage
 - Head to Head
 - Points Scored
- SOPA staff will update schools each week to keep everyone informed.
- Scoresheets **MUST** be completed 100% and input into Google sheet by the home team directly following matches is critical!





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Supporting Materials



Head Coach Meeting Agenda

- ✓ Review Schedule
- ✓ Introduce Officials
- ✓ Check # of Players per team
- ✓ Declare 1:1's or Paraprofessionals
- ✓ Ask about any special needs
 - ✓ Hearing/visual impairments, etc.



Line-Up Card

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



Scripts

Sample Script? Pages 32-33 of the Coaches Resource Guide.

Opening Ceremonies should Include:

- Welcome
- Introduction of teams
- National Anthem
- Athlete Oath

During the Game:

- Who is playing who
- Call captains to the foul line
- Start the game
- 2 minute warning
- Score of the game



Spectators Guide to Bocce

SPECTATORS GUIDE TO BOCCÉ



Key Words

- **Team Roster** – Minimum of 6 and maximum of 8 players composed of a proportional number of players with and without intellectual disabilities.
- **Team line-up** – 8 athletes (4 players with disabilities and 4 without disabilities)
- **Pallina** – Small ball (yellow or blue)
- **Bocce Ball** – Larger balls (red or green) that are tossed at the pallina.
- **In** – The bocce ball nearest to the pallina.
- **Out** – The bocce ball that is furthest from the pallina.

The Game:

- **Start of a Game:** The match begins with the flip of a coin between the captains from each team. The winner of the coin flip may have the first toss of the pallina and choose the color of the balls (red or green).
- **Start of Play:** The team chosen to have first toss of the pallina has three tries to toss the pallina past the center line. Whether successful or not, they also roll the first bocce ball.
 - In indoor bocce, if the pallina stops 12 inches or less from the side wall, the official will move the pallina 12 inches from the sidewall. This is the only time an official will move a pallina.
 - The team whose bocce ball is closest to the pallina is called "in" and the opposing team "out." Whenever a team gets "in", it steps aside and lets the "out" team roll. The "out" team rolls until it beats (not ties) the opposing "in" team's ball. This continues until both teams have used all their bocce balls.
 - Each participant delivers one ball.
- **Scoring:** Only the "in" team scores. One point is given for each ball of the "in" team that is closer to the pallina than any ball of the opposing team.
 - If at the end of any frame the closest ball of each team is equal distance from the pallina, the frame ends in a tie and no points are awarded to either team.
 - The game will resume from the opposite end of the court with the same team tossing the pallina.

Start of the Next Frame: The team, who scored last, throws the pallina to begin the next frame.

End of a Match: The first team to score 16 points or the team with the most points at the end of the scheduled time (30 minutes wins minutes) wins the match.



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QUESTIONS

