



## **BOCCE**

Special Olympics Missouri will only use the rules set forth by the SOI.

### ***A. Events offered by Special Olympics Missouri***

1. Bocce Singles
2. Bocce Doubles
3. Bocce Team
4. Unified Sports® Bocce Doubles
5. Unified Sports® Bocce Team
6. Modified Bocce

### ***B. Special Olympics Missouri Rules(SOMO shall use the SOI Rules for Bocce with the following exceptions)***

1. **Teams**
  - a. SOMO shall NOT allow 8 player teams.
2. **Disputes**
  - a. The tournament referee will resolve all disputes.
  - b. The tournament referee will determine length of games
  - c. A coach or any player may request a measurement.
4. **Additional Rules**
  - d. Athletes may participate in 2 events ONLY. These MUST be a Regulation event (Singles, Doubles, or Teams) and a Unified event (Doubles or Teams).

- e. Unified Partners may ONLY participate in 1 event (Unified Doubles or Unified Teams).
- f. Duration of Games: Singles and Doubles games will be played for 30 minutes or until one player/side reaches 12 points. Team games will be played for 40 minutes or until one team reaches 16 points. OR. Alternative scoring procedure for tournaments: Games may be played to reach the target number of points or to a timed duration, which ever is quicker to complete. Approved adding "Scoring procedure for tournaments: At the discretion of the Competition Manager, games may be played to reach the target number of points or to a timed duration

5. Divisioning/Skills Test

- a. SOMO will use the SOI recommendation for skill tests and divisioning for Bocce (See SOI Bocce Rules Section E – Divisioning).
- b. During the divisioning process, if the pallina is moved from its spot on the 30ft, 40ft, or 50ft, it is to be replaced on the spot before the next ball is rolled and before any measurements are taken.

**C. Modified Bocce**

- 1. Teams with lower ability levels may be placed in this division.
- 2. In this division, coaches may coach athletes from a coach's box placed 10 feet from the court at the Center Court Line.