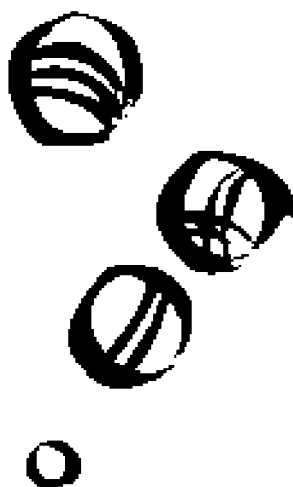


Special Olympics

Northern California and Nevada

Bocce



2008

Guidelines

And

Rules



Special Olympics
Northern California & Nevada

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SPECIAL OLYMPICS

MISSION STATEMENT

The mission of Special Olympics is to provide year-round sports training and athletic competition in a variety of Olympic-type sports for children and adults with mental retardation, giving them continuing opportunities to develop physical fitness, demonstrate courage, experience joy and participate in a sharing of gifts, skills and friendship with their families, other Special Olympics Athletes and the community.

Training For Life

SONC / SONV PLAYS BY THE RULES...

All Special Olympics competitions will be conducted in accordance with the Official Special Olympics Sports Rules and the National Governing Body of Rules for each sport offered in our program. These rules are designed to protect the athletes, provide equitable conditions of competition and promote uniformity so that no competitor shall obtain an unfair advantage over another.

The International Olympics Committee (IOC) has granted its official recognition to Special Olympics International, Inc., and its accredited programs.

Special Olympics Northern California and Nevada

COACHES' CODE OF CONDUCT

Special Olympics Northern California and Nevada (SONC/SONV) volunteer coaches are models whose behavior should serve as a positive example for their athletes. Their behavior should reflect a concern that the fairest and most positive competitive experience is equally available to every Special Olympics athlete in each training or competition. The coach has the unique opportunity to influence the development and personal growth of many individuals. For this reason, it is important that the coach adhere to the standards of ethical decision making and teaching.

In addition, it is the position of SONC/SONV that each volunteer coach shall agree to:

HAVE RESPECT FOR OTHERS

- I will respect the rights, dignity and worth of athletes, other coaches and volunteers, SONC/SONV staff members, and friends and spectators in Special Olympics.
- I will treat everyone equally regardless of sex, ethnic origin, religion or ability.
- I will be a positive role model for the athletes I coach.

ENSURE A POSITIVE EXPERIENCE

- I will ensure that for each athlete I coach, the time spent with Special Olympics is a positive experience.
- I will respect the talent, developmental stage and goals of each athlete.
- I will ensure each athlete competes in events that challenge that athlete's potential and are appropriate to that athlete's ability.
- I will be fair, considerate and honest with athletes and communicate with athletes using simple, clear language.
- I will ensure that accurate scores are provided for entry of an athlete into any event.
- I will instruct each athlete to perform to the best of the athlete's ability at all preliminaries/heats and finals in accordance with the Official Special Olympics Sports Rules.

ACT PROFESSIONALLY AND TAKE RESPONSIBILITY FOR HIS/HER ACTIONS

- My language, manner, punctuality, preparation and presentation will demonstrate high standards.
- I will display control, respect, dignity and professionalism to all involved in Special Olympics, including to the athletes, other coaches and volunteers, opponents, officials, administrators, SONC/SONV staff members, parents, spectators and the media.
- I will encourage athletes to demonstrate the same qualities.
- I will not drink alcohol, smoke or take illegal drugs while representing Special Olympics at training sessions or during competitions.
- I will not engage in any form of personal abuse towards athletes, other coaches and volunteers, SONC/SONV staff members, or friends and spectators in Special Olympics, including verbal, physical or emotional abuse.
- I will be alert to any form of abuse from other sources directed toward athletes or others in my care.

PROVIDE QUALITY SERVICE TO THE ATHLETES

- I will seek continued improvement through performance evaluation and ongoing coach education.
- I will be knowledgeable about the Sports Rules and skills of the sport(s) I coach.
- I will provide a planned training program.
- I will keep copies of the registration, training, and competition records for each athlete I coach.

- I will follow the Special Olympics and National Governing Body rules for my sport(s) coached, as well as all SONC/SONV policies and procedures as amended.

ENSURE THE HEALTH AND SAFETY OF THE ATHLETES

- I will ensure that the equipment and facilities for my sport(s) coached are safe to use.
- I will ensure that the equipment, rules, training and the environment are appropriate for the age and ability of the athletes.
- I will review each athlete's registration form and be aware of any limitations on that athlete's participation noted on that form.
- I will encourage athletes to seek medical advice when needed.
- I will maintain the same interest and support towards sick and injured athletes.
- I will allow further participation in training and competition only when appropriate.

Should the behaviors and/or abilities of any volunteer coach or other faction of a school/organization violate either the principles stated above (including the SONC/SONV policies and procedures as amended) or the philosophy of the Special Olympics movement, then any of the following actions may be taken by SONC/SONV in its sole discretion:

1. The coach may be notified by official warning of the undesirable behavior and be requested to remedy the situation immediately in order to continue his or her participation in Special Olympics;
2. The coach may be requested to withdraw personally or with his/her team from the remainder of any Special Olympics event or tournament;
3. The coach or sponsoring school/organization may be suspended from participating in any or all Special Olympics activities or events for a specified period of time; and/or
4. The coach or sponsoring school/organization may be permanently prohibited from participating in any or all Special Olympics activities or events.

I have read and understand the foregoing SONC/SONV Coaches' Code of Conduct, and agree to abide by its terms.

By: _____
(Signature of Volunteer Coach)

Print Full Name: _____

Date: _____

Special Olympics Northern California and Nevada

ATHLETE'S CODE OF CONDUCT

Special Olympics Northern California and Nevada (SONC / SONV) is committed to the highest ideals of sport and expects all athletes to honor sports and Special Olympics. All SONC / SONV Athletes and Unified Partners agree to the following code:

SPORTSMANSHIP

- I will practice good sportsmanship.
- I will act in ways that bring respect to me, my coaches, my team, and Special Olympics.
- I will not use bad language.
- I will not swear or insult other persons.
- I will not fight with other athletes, coaches, volunteers, or staff.

TRAINING AND COMPETITION

- I will train regularly.
- I will learn and follow the rules of my sport.
- I will listen to my coaches and the official and ask questions when I do not understand
- I will always try my best during training, divisioning, and competitions.
- I will not "hold back" in preliminary competition just to get into an easier finals competition division.

RESPONSIBILITY FOR MY ACTIONS

- I will not make inappropriate or unwanted physical, verbal, or sexual advances on others.
- I will not smoke in non-smoking areas.
- I will not drink alcohol or use illegal drugs at Special Olympics venues
- I will not take drugs for the purpose of improving my performance.
- I will obey all laws and Special Olympics rules, the International Federation and the National Federation/Governing Body rules for my sport(s).

I agree to obey this code and I understand that if I do not obey this Code of Conduct, I will be subject to a range of consequences by SONC / SONV program up to and including not being allowed to participate.

SPECIAL OLYMPICS NORTHERN CALIFORNIA AND NEVADA

BOCCE LEVELING CRITERIA

Regional and Local Events (Required for Registration at a Regional Event)

- Athlete enters the court and throws the pallina at least half court and not further than the 4 foot foul line on the opposite end of the court. If an athlete fails to get the pallina half way, the ball will be placed by the official within the acceptable playing area.
- Then athlete then rolls 8 Bocce balls. The object is to be as close to the pallina as possible
- Once all 8 balls are thrown, the three closest balls will be measured to determine the total distance from the pallina. All measurements are metric (meters, centimeters).
- At the completion of all players, the procedure will be repeated conducting a second round of assessment. At the completion of the second round, all six (6) scores are added up to determining the level of the Individual.
- Doubles will combine the total score for the two players and Team competition will combine the score of all 4 players. Levels and divisions will be determined based on these scores.

Program Championship

Coaches will be asked to enter their teams in a particular level based on their results from Regional play.

Please indicate the level of each athlete participating on the team. Levels are determined by the ability of the athlete similar to team sports. Level 1 is the highest ability and level 5 being the lowest ability level. Team and Doubles level are determined by the combination of the players' ability again using Levels 1 to 5.

LEVEL 1

- Good understanding of rules
- Better athletes—physical ability

LEVEL 2

- Basic understanding of rules

LEVEL 3

- Limited concept of rules
- Lower athletic ability

LEVEL 4

- Limited understanding of rules
- Players have the basic fundamental skills but at a low level

LEVEL 5

- Limited understanding of rules
- Players have the basic fundamental skills but at a low level
- Tough getting the pallina in play

IN ORDER TO PROPERLY DIVISION YOUR TEAM, THE ABOVE CRITERIA WILL BE USED KEEPING ALL OF YOUR TEAMS PLAYERS IN MIND

Utilizing the BOCCE Leveling Criteria will determine the level of play for each athlete. However, keep in mind BOCCE Team and Doubles are a team sport and teams will be Leveled based on total team composition.

SONC / SONV BOCCE RULES AND REGULATIONS

The Official Special Olympics Sports Rules shall govern all Special Olympics Bocce competitions. As an international Sports Program, Special Olympics has created these rules based upon Federation Internationale de Natacional Amateur (FINA) and national governing body (NGB) rules for Bocce. FINA or national governing body rules shall be employed except when they are in conflict with the Special Olympics Sports Rules. In such cases, the Official Special Olympics Sports Rules shall apply.

SECTION A - GENERAL RULES

1. EACH SPECIAL OLYMPICS ATHLETE IS REQUIRED TO HAVE AN **APPLICATION FOR PARTICIPATION AND A RELEASE FORM** FILLED OUT AND SIGNED BY A CERTIFIED PHYSICIAN IN ORDER TO PARTICIPATE. ALSO, EACH UNIFIED PARTNER MUST FILL OUT A **UNIFIED® PARTNER RELEASE FORM** IN ORDER TO PARTICIPATE. THIS IS IN ACCORDANCE WITH SPECIAL OLYMPICS GENERAL RULES.
2. TO EACH TEAM IS REQUIRED TO PLAY ALL TEAM MEMBERS IN EVERY MATCH PLAYED.
3. EACH TEAM IS REQUIRED TO PLAY IN THE QUALIFYING TOURNAMENT PRIOR TO PARTICIPATION IN THE PROGRAM CHAMPIONSHIP.

SECTION B - OFFICIAL EVENTS

1. Bocce Doubles
2. Bocce 4 Person Team

SECTION C – THE COURT AND EQUIPMENT

1. Court
 - a. The Court is an area 3.66m (12') wide by 18.29m (60') long. (See Court Diagram.).
 1. **Court sizes (length only) may be adjusted due to the tournament site. Court length may vary between 60ft and 90 ft. Though most courts are 76 ft in length.**
- Court Surface may be composed of stone-dust; dirt, clay, grass or artificial surface provided there are no permanent or temporary obstructions 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 or consistency or terrain.
- Court walls are the side and end walls of the court and may be composed of any rigid material. The walls must be at least high as the bocce balls at all points. The side or end walls may be utilized during play for bank shots or rebound shots.
- **All courts should be clearly marked for the following:**
 - 1) Foul line for pointing, hitting or spocking—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 (30-foot line) or the frame is considered dead.

- a. The 10-foot and 30-foot lines should be permanently drawn from sideboard to sideboard.
- b. (3') from back boards – in-bounds for first toss of pallina

2. Equipment

- a. Bocce Balls may be composed of wood or metal and of equal size. Official league and tournament ball sizes may be from 107mm (4.25”) to 113mm (4.5”). 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. Pallina must not be larger than 63mm (2.5”) or smaller than 48mm (1.875”) and should be of a color visibly distinct from both bocce ball colors.
- c. Measuring device may be any device that has the capacity of accurately measuring the distance between two objects, and acceptable to tournament officials.

SECTION D – RULES OF COMPETITION

1. The Game

- a. Equipment – Bocce is played with eight large balls and one smaller target or object ball called the pallina (jack, cue, and beebie). 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 large balls are also 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, both team captains will execute the coin toss.
- c. 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.
- d. Three Attempt Rule – The team possessing the pallina will have three attempts at placing the pallina within the acceptable playing area described above. 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 30 foot line. However, at no time does a team lose its earned pallina advantage of being able to deliver the first ball. **The pallina must be at least three (3) feet (the opposite end foul line) from the back wall on the initial toss. After that all walls are considered in play.**

- 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 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 “spocking” or hitting out any ball in play in trying to obtain a point, or decreasing the opposing team’s points. All ball delivery attempts must be of an underhand style. **Once the pallina has been rolled and put in play, all walls are then deemed to be in play. Any ball including the pallina that is against a sidewall or back wall is in play.**
- g. Scoring – At the end of each frame (when both teams have exhausted all balls), points will be determined as follows: Scoring points are all those balls of one team closer to the pallina than the closest ball of the opposing team, which can be determined by viewing or by mechanical measurements. The scoring team for each frame will also win the pallina advantage for the subsequent frame. Referee will be responsible for validity of scoreboard and scorecard. It is incumbent upon the team captain to verify the accuracy of the posted score at all times.
- h. Tied 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 for the pallina, and Team B rolls its ball for the pallina. Team B must roll until it has a point closer than 33cm (13”) from the pallina. 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 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 that delivered it.
- j. Winning Score
 - 4 player team – 1 ball/player = 16 points
 - 4 player team – 2 players at each end of court; 2 balls/player = 16 points
 - 2 player team – 2 balls/player = 12 points
 - 1 player team – 4 balls/player = 12 points
 The above scoring procedure is most common in major tournaments and leagues play; however, variations may be acceptable. **Time limits may be used in determining the game time.**
- k. Scorecard – 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. Games in which protests will be filed should not be signed by any captain disagreeing with the score or its validity.

2. Player Designation

- a. Captain – 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 the game, but may be changed during the course of a tournament or league. The tournament or league officials must be notified of this change prior to any subsequent games.

- b. Rotation of Players – The players of any given team may elect to play their ball in any rotation provided the player who tosses the pallina delivers the first bocce ball. The rotation may vary from frame to frame; however, no player may deliver more than his/her allotted number of balls per frame. (Refer to Rule 2, Section III, Article 8.)

3. Unified Sports Team

- a. Not offered.

4. Substitutions

a. Official Notification

Officials must be notified of substitutions prior to scheduled game time or it will result in forfeiture of match.

b. Substitution of Players

1. Substitution of Players – Only one substitute may be allowed per team per game. Substitute may take the place of any player on the team and may substitute for different players on the same team during different games.
2. Limitations – Once a player has registered to substitute for one team during the tournament, he may not substitute for any other team during that tournament.

c. Substitution During Game

1. Emergencies – Only in the event of medical or other verified emergencies may a player be substituted during the process of a game. Emergency substitutions will only be made at the end of a frame; if this is not possible, the frame will be considered dead. However, once the substitution has been made, the substitute must complete the game.
2. Forfeiture – Teams with less than the prescribed number of players will forfeit the match.

5. Time-Outs, Delays-of-Game, and Checking Position of Points

a. Circumstances

1. Time Out – The official may grant a time-out whenever the circumstances explained appear to be of sufficient validity to do so. The time-out will be limited to ten minutes.
2. Intentional Delay of Game – If, in the opinion of the official, the game is intentionally delayed without sufficient or valid reasons, the official must give a warning. If play is not resumed immediately, the delay team will forfeit the match.
3. Delays Caused by Weather, Acts of God, Civil Disorder or Other Unforeseen Reasons – In such delays, the ruling of the League or Tournament Director will be decisive and final.
4. Checking Position of Points – Players may only proceed to the half court mark before delivering their ball(s).

6. Penalties

a. Enforcement of Penalties

1. Determination – 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. The ruling of the official is final, except as otherwise provided for hereafter.
2. Conditions Not Covered – For conditions not specifically covered in the official International Bocce Association Rules, the League or Tournament Director’s ruling shall be decisive and final.
3. Protests – Any protests to an official’s or Tournament Director’s decision must be made by a team before that team plays its next ball or the decision will be considered as accepted.
4. Protest to Forfeiture – If a team must forfeit a match as a result of not being present for a scheduled match, or as a result of violations hereunder prescribed, no official protest will be acknowledged. Protests will be acknowledged and judged on the basis of merit in circumstances not specifically proved for hereunder.

b. Specific Fouls

- 1) Foul-line Fouls – In pointing and hitting, the foremost part of the specific foul-line will not be surpassed by any part of the foot before the ball leaves the player’s hand. A referee must call all fouls.

One official warning may be granted each team after which penalties will be prescribed.

The penalty for a team committing a second foul-line infraction will consist of one of the following two options.

- a. The team fouled against will be awarded points as they were immediately preceding the foul, and the frame will end. The referee will make the final judgment as to how many points were actually “in” at the time. The team committing the foul will be awarded no points for the frame.
 - b. The fouled against team may have the option of declining the penalty and completing the frame.
- 2) Illegal Movement of a Ball Belonging to Your Own Team – If a player moves one or more of his/her team’s balls “in contention”, the ball(s) are removed from the court and considered dead and play continues. Balls not immediately “in contention” may be replaced as close as possible to their original position. “In contention” is herein defined as a ball(s) close enough to the pallina to require measurement to determine whether a point may be awarded.
 - 3) Illegal Movement of an Opponent’s Ball – If a player moves one or more of his/her opponent’s balls “in contention”, those balls will be awarded one point each and play continues. Only the team fouled against can be awarded points for that frame unless the

penalty is declined.

- 4) Illegal Movement of the Pallina by a Player – If the pallina is moved by a player, the team fouled against may be awarded as many points as the number of live balls that were “in contention” plus the number of balls not played by that team during the frame in which the foul occurred.
- 5) Declination of Penalties – The team fouled against shall retain the privilege of declining any of the prescribed penalties and completing the frame.

c. Accidental or Premature Movement of Balls or Pallina by 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, they will be awarded. All uncertain points will not be awarded.

d. Interference with a Ball in Motion

- 1) By One’s Own Team – If a player interferes with his/her team’s ball in motion, his/her team automatically forfeits the ball and play continues. If balls in play are disrupted as a result, refer to RULE FIVE, Section two, Articles two, three, and four. (SOI Rulebook)
- 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) Playing the ball over.
 - b) Declaring the frame dead.
 - c) Declining the penalty, accept the lie of the touched ball, and continue 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 that 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 their original position by the two captains or 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 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 points of the play will be recorded at that time, wrong color ball counting for team which rolled or delivered it, and play will continue. It will be the responsibility of both team captains and the referee to maintain identity of the “wrong color” ball(s).
- 3) Unidentifiable – If a player delivers a wrong color ball that cannot be identified by the referee as a result of hitting or scattering of balls, the frame will be considered dead and no points awarded.

f. Wrong Rotation of Play

- 1) Initial Roll – If a team wrongly delivers the pallina and its first ball, the referee will return both pallina and ball and begin the frame over from same end.
- 2) Subsequent Rolls of Proper Color in Improper Sequence – If a player delivers his/her ball when his/her team is “in” and the other team still has balls left, the ball in question remains where it comes to rest, is considered “live”, and play continues. This ruling holds true regardless of who indicated which ball was “in” since it is the responsibility of each team to request a measurement when an “in” point is questionable.

7. Officials

a. Objections

- 1) Objections to Officials – Each team has a right to object to a designated official for any reason prior to the start of a game. This objection will be considered and decided upon by the Tournament Director.
- 2) Participant Officials – No member of a team or registered substitute of a team will be allowed to assist in officiating a game in which that team is also playing.

b. Substitute Officials

- 1) During a Game – Substitutions of officials may occur during a game only with the permission of the Tournament Director and both team captains.
- 2) Additional officials – Additional officials may be assigned to any games during the course of play provided permission is granted by the Tournament Director.
- 3) Team Requests – Officials may be changed during the course of a game if either team presents sufficient cause to the Tournament Director.

- 4) Officials Uniform – Referee should be clearly distinguishable from players. It is recommended that vests or hats should be worn.

c. Ethics

1. Officials' Code of Ethics – A referee will:

- a) Study the rules of the game.
- b) Be fair and unbiased in his decisions, rendering them without regard to the score.
- c) Be firm but not overbearing; courteous but not ingratiating; positive, but never rude; dignified but Not arrogant; friendly but companionable; calm, but always alert.
- d) Be prepared, both physically and mentally, to administer the game.
- e) Not give information that would benefit or give advantage to one team over another.

8. Other Circumstances

a. Broken Ball

- 1) During Play – If during the course of a frame a ball or pallina should break, the frame will be considered dead. Replacement of ball or pallina will be the responsibility of Tournament Directors.

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 re-groomed 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 Objects

- 1) Moving Ball or Pallina – No player may play his ball until a pallina or another ball has come to a complete rest. Penalties refer to RULE FIVE, Section four, Articles one and two. (SOI Rules)

9. Player Behavior

a. Unsportsmanlike Conduct

- 1) Disqualification – Players shall act in a sportsmanlike manner at all times. Any act that is deemed as poor sportsmanship such as insulting language, gestures, actions, or words that engender ill will, if flagrant, may result in disqualification.

b. Attire

- 1) Proper Attire – Players must wear a collared shirt and dress style shorts or pant. No jeans or gym style shorts.
- 2) Footwear – Players will not be permitted to wear shoes that may damage or disrupt the court surface. Also, players will not be permitted to play without shoes.

SECTION E – 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 court.
 - 3) It has come in contact with a person or object that 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.See also Section D, 6. Penalties

1. Bocce Ball and Pallina

- a. Pallina is a small object ball sometimes called cue ball, jack, beebee, etc.
- b. Bocce Ball is the larger playing ball.

2. Other Terms

- a. Hitting is sometimes known as spocking, shooting, bombing, etc. A delivery that is thrown with sufficient velocity that it would hit the backboard if it missed the target. The shooting line will be used to determine a foul.
- b. Bank or Rebound Shot refers to playing a ball off either the sideboards or backboards.
- c. Pointing is ball delivery to obtain a point close to the pallina. The pointing line will be use to determine a foul.
- d. 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.

3. Foul

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