Special Olympics Delaware
Team Competition (4-person) Bocce Rules

1. **GAME LENGTH:**
   A. The winner of the coin toss at the beginning of each match can choose pallina or ball color.
   B. All Games are scored to 16 points or 40 minutes in length whichever comes first. The team with the most points at the end of 40 minutes will be declared the winner. In the event of a tie score the match will be continue for 1 “overtime” frame. In the event there is still a tie score after the “overtime” frame the match will be declared a draw.

2. **THREE ATTEMPT RULE:**
   A. Team with pallina has 3 attempts to get ball past the 30 ft. mark and before the 10 ft. mark on the opposite side of the court. If unsuccessful the Opposing team will have one chance to try. If unsuccessful the official will place the pallina on the 10 ft. line on the opposite side of the court.

3. **SEQUENCE OF PLAY:**
   A. The “nearest ball” rule governs the sequence. The team whose ball is closest to the pallina is called the “in” ball and the opposing team will deliver the next ball.

4. **SCORING:**
   A. Scoring points are all those balls of one team closer to the pallina than the closest ball of the opposing team. The referee will determine the number of points awarded by viewing or measuring if necessary. The scoring team will also win the pallina for the next frame. A maximum of 4 points can be scored per frame.
   B. **Different colors equidistant during play:** The team that rolled last will continue to roll until a closer team is established.
   C. **Different colors equidistant at the end of frame:** No points and pallina returns to team which had it to begin last frame.

5. **TOURNAMENT INFORMATION:**
Tournament Scoring information: In Round Robin Divisions each team will receive the following points towards their overall final placement within the respective division:
   - 3 points for a win
   - 2 points for a tie
   - 1 point for a loss
   - **Forfeits** - Both teams must have a minimum of 2 players for any game to be played.
      - Any team that shows with 0-1 players will forfeit and receive 0 points. If either team has 0-1 players the game will not be played regardless of the number of players on the opposing team.
      - Any team that shows with 2 players will receive 1 point for a loss. If both teams have 2 players they may play the game but both teams will receive only 1 point regardless of the outcome.
      - A non-forfeiting team must have 3-4 players in attendance at the game to receive the full 3 points for a win.

The team that accumulates the most points at the end of the tournament will be awarded first place, next most will be awarded second place, etc. If there are teams within a division that have the same amount of points the team that won the head to head match-up will be awarded the higher place. Teams who forfeit more than one game in the tournament will receive a participant ribbon regardless of accumulated points.
Three Player Rule (Team Bocce Only)

If a team who has registered 4 players for competition arrives with only 3 players or during the competition are forced to compete with only 3 players then that team will be able to compete as scheduled and placed accordingly in their division.

- Teams who compete with less than 3 will forfeit their games according to the forfeit rules
- This rule is in place for circumstances beyond the control of the program/team.
- A program may not register a team with only 3 participants.
- Alternates must be used before the Three Player Rule will take effect.
- All situations must be declared before the match to the Venue Director and the opposing coaches.

Coaches should make every effort during training to stress the importance of being on a team and the responsibility that each person has to be there. Coaches should only put teams together with those athletes who have met the minimum practice requirements and are committed to training and competition.

If in the opinion of the Venue Director and Special Olympics Delaware this rule is being abused or used in poor sportsmanship the team will be disqualified and the rule will be revoked for future events.

Scratches

Programs that register teams must be confident that these teams are committed and will be present at the competition. On the day of the event or once the schedule has been distributed, if a program scratches 1 or more registered teams that program risks having the number of teams that it will be allowed to enter in the future reduced.

Day of scratches and scratches after the schedule has been distributed present a host of problems including scheduling. More importantly this effects every team in that division and the number of games each plays.

Tardiness

A 10-minute grace period will be granted to teams during competition. If a team is more than 10 minutes late for any of its games they will be declared a forfeit. The teams can still play but it will be just an exhibition. All team members must be present before the 10-minute mark. If this becomes habitual the team will forfeit all of its games.

The amount of time a team is late will be subtracted from the time allotted for competition. (ie: Team Competition games are 40 minutes in length if a team is 10 minutes late the game clock will be set at 30 minutes).
**Team Composition**

Players who use ramps for competition may be teamed with players who do not use ramps for competition. These teams will be placed in divisions that have other teams with the same make-up. If there are less than 3 teams with this make-up the teams will be placed in ramp divisions. These teams should be registered under “Combined Team”.

**Ramp Bocce**

1. **RAMP LENGTHS.** There will be ONLY 3 lengths of ramps eligible for use for Bocce. The lengths shall be 3’, 3’6”, and 4’ ONLY. To ensure consistency and fair competition athletes must use these lengths. During competition athletes can use any of the lengths based on the distance needed to reach the pallina. Athletes do not need to stay with the same length for every throw.

2. Teams using ramps will be placed in divisions with other teams using ramps for competition. Within the ramp category, there shall be three classifications an team may enter:

   a) **RAMP UNASSISTED BOCCE**
      i) Rules
          (1) Athlete aims ramp into position without assistance.
          (2) Athlete positions ball on ramp with or without assistance.
          (3) Athlete pushes ball down ramp without assistance from a person or a switch.
      ii) Athletes will be placed in divisions with those of similar ability and will be scored and receive placement (1st, 2nd, 3rd, etc.)
      iii) **RAMP COMPETITION VOLUNTEERS for this event will be instructed to only help, if needed, with placing the ramp in front of the athlete and/or placing the ball on the ramp. The Ramp Competition Volunteer must have his/her back to the competition area at all times.**

   b) **RAMP ASSISTED BOCCE**
      i) Rules
          (1) An assistant may aim the ramp toward the pallina, and may aim based on the direction (either verbally or by physical cues) from the athlete.
          (2) Athlete positions ball on ramp with or without assistance.
          (3) Athlete pushes ball down ramp without assistance from a person or a switch.
      ii) Athletes will be placed in divisions with those with similar ability and will be scored and receive placement (1st, 2nd, 3rd, etc.)
      iii) **RAMP COMPETITION VOLUNTEERS for this event will be instructed to only help, if needed, with placing the ramp in front of the athlete and/or placing the ball on the ramp and/or positioning the ramp. The Ramp Competition Volunteer is encouraged have his/her back to the competition area at all times.**

   c) **RAMP DEMONSTRATION/ MATP**
      i) If an athlete is incapable of giving direction or moving the ball without assistance as noted above, he/she is potentially better suited to participate in the RAMP DEMONSTRATION/ MATP division.
      ii) All bocce athletes who use an assistive device, including switches, will be in this division.
      iii) Athletes will be placed in divisions of those with similar ability and will be awarded a challenge medal for achieving their personal best.
      iv) **RAMP COMPETITION VOLUNTEERS for this event will be instructed help in any portion of the event needed.**

   d) **RAMP COMPETITION VOLUNTEERS**
      i) Ramp competition volunteers must be registered as Class A volunteers with the program. If a team does not supply a volunteer one will be assigned to the court by the Games Management Team.
      ii) Coaches will not be allowed to direct Ramp Volunteers during any portion of the competition.
      iii) All Ramp Competition Volunteers must agree to adhere to the rules of the event as noted in Sections A, B and C under Rules above.
Proper Measurement Procedure

• When measuring the distance of the bocce ball from the pallina, the official should take the end (zero end) of the measuring tape and place it on the side and in the center of the bocce ball. He/she should then take the measuring tape over the top of the pallina.

• The distance calculated is from the center side of the bocce ball to the top center of the pallina.

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DIAGRAM:
Measure from the front of the bocce ball to the center of the pallina.
BOCCE

The governing body for Special Olympics bocce is Special Olympics, Inc. These Special Olympics rules will supercede any other rules.

SECTION A—OFFICIAL EVENTS
Doubles (two players per team)
Team Competition (four players per team)

SECTION B—THE COURT AND EQUIPMENT
1. Court
1) The court is an area 3.66 meters (12 feet) wide by 18.29 meters (60 feet) long.
2) The court surface may be composed of stone dust, dirt, clay, grass or artificial surface, provided there is no permanent or temporary obstruction in the court that would interfere with the straight line delivery of a ball from any direction. These obstructions do not include variations in grade, consistency or terrain.
3) The court walls are the side and the end walls of the court and may be composed of any rigid material. The end walls should be at least 1 meter (3 feet) high. 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. All courts should be clearly marked for the following:
   a) Foul line for pointing, hitting or spocking—3.05 meters (10-foot line) from the backboards.
   b) 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.
   c) The 10-foot lines will be drawn from sideboard to sideboard. At minimum, 30-foot and 50-foot lines will be indicated on the side walls of the court.

2. Equipment
1) 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). 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.
2) The pallina must not be larger than 63 millimeters (2.5 inches) or smaller than 48 millimeters (1.875 inches) and should be of a color visibly distinct from both teams’ bocce ball colors.
3) 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 C—RULES OF COMPETITION
1. The Game
1) Equipment—Bocce is played with eight balls and one smaller target or object ball called the pallina (jack, cue, beebee, 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 large balls are also inscribed with distinctive lines to identify the balls of the players on the same team.

2) 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.

3) Three-attempt rule—The team possessing the pallina will have three attempts at placing the pallina beyond the 9.125-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.

4) Sequence of play—The pallina is rolled or tossed by a member of the team having won the coin toss to start the game.

5) 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.

6) 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.

7) 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 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.

8) Number of balls played by a player
   a) Two-Player Team—each player is allowed to play two balls.
   b) Four-Player Team—each player is allowed to play one ball from the end of the court they are playing from. All players will be playing from the same end of the court and throwing in one direction.

9) Coaching
   a) One CERTIFIED COACH per team per court will be allowed (as needed only) to stand behind the chairs where the athletes sit when waiting their turn. This coach will only be allowed to talk to athletes who are seated and not on the court at that particular time. Once an athlete leaves their chair the coach is no longer permitted to speak. Coaches will not be allowed to assist verbally or physically for any athlete who is on the court.
   b) No coaching from the sidelines. That includes team coaches and spectators.
c) In doubles or team play (regular and/or Unified Sports), discussion with any athlete is prohibited once the athlete steps onto the court.

10) 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.

a) At the end of a frame, when the referee has determined the “in” balls and has called out the number of points, and the player or team agrees with the number of points awarded, the player or team 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.

b) 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.

c) 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.

11) Winning score
   a) Four-player team (one ball per player) = 16 points
   b) Two-player team (two balls per player) = 12 points
   c) The above scoring procedure is most common in major tournaments; however, variations may be acceptable.

12) 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 who disagrees with the score or its validity.

Player Designation

1) Captain—On any team, the captain may be designated and made known to the officials before play begins. The captain may not be changed during the course of a game, but may be changed during the course of a tournament. The tournament officials must be notified of this change prior to any subsequent games.

2) Rotation of players—The players of any given team may elect to play their balls in any rotation, provided the one 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.
Substitutions
1) Official notification—Officials must be notified of substitutions prior to a scheduled
game time or it will result in forfeiture of the match.
2) Substitution of players—Only one substitute may be allowed per team per game.
Substitutes may take the place of any player on the team and may substitute for different
players on the same team during different games.
3) Limitations—Once a player has registered to substitute for one team during the
tournament, he/she may not substitute for any other team during that tournament.
4) Substitution during game: Emergencies—Only in the event of medical or other verified
emergencies may a player be substituted during 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.
5) Forfeiture—Teams with less than the prescribed number of players will forfeit the
match.

Timeouts, Delays of Games and Checking Position of Points
1) Timeout—The official may grant a timeout whenever the circumstances appear to be
valid. The timeout 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 reason, the official must give a warning. If play is not
resumed immediately, the delaying 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 Tournament Director will be decisive and final.
4) Checking position of points—One player from each team may proceed down the sides
of the court before delivering his/her ball.

Penalties
1) Enforcement of penalties
   a) 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.
   b) Conditions not covered—For conditions not specifically covered in these rules, the
      Tournament Director’s ruling shall be decisive and final.
   c) Protests—Any protest to an official’s or Tournament Director’s decision must be
      made by a Special Olympics certified bocce coach within 15 minutes of the
      completion of any game or the decision made by the official or Tournament Director
      will be considered as accepted.
   d) 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.
2) Specific Fouls
   a) Throwing from outside of the court.—In both pointing and hitting, the entirety of
      the player, or any apparatus used by an athlete such as a wheelchair, crutches, cane,
ramp, etc., shall be within the boundaries of the court. At no point during any
delivery shall any portion of the play, or any apparatus, be outside the confines of the
court. A referee, 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. The referee will wait until the just released ball comes to a complete stop and
then remove the just released ball from the court. If the ball comes in contact with
the other balls on the court or the pallina and these balls are moved from their
original position, then the referee will place the balls back as close to their original
position as possible and play will continue.

b) 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, ramp, etc., after the ball is released
and before the ball touches any part of the playing field in front of the specific foul
line. A referee, 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. The referee will wait until the just released ball comes to a complete stop and
then remove the just released ball from the court. If the ball comes in contact with
the other balls on the court or the pallina 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.

c) 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. The referee will wait until the just released ball comes to a complete
stop and then remove the just released ball from the court. If the ball comes in
contact with the other balls on the court or the pallina and these balls are moved
from their original position, 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.

d) 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.

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

f) Illegal movement of the 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 over
by the referee and started over at the same end.
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**g)** 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.

**h)** 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.

**i)** Interference with a ball in motion

   i) 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. The dead ball is then removed from the court. The referee, after declaring a foul, should attempt to stop the advancement of the ball as it proceeds down the court, so that it doesn’t strike any balls in play. If the referee cannot stop the ball as it advances down the court, the referee will wait until the ball comes to a complete stop and then remove that ball from the court. If the ball comes in contact with the other balls on the court or the pallina 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.

   ii) 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:

      1. Play the ball over.
      2. Declare the frame dead.
      3. Decline the penalty, accept the lie of the touched ball(s) and continues playing.

   iii) 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.

   iv) 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.

**j)** 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.

**k)** Wrong color delivery

   i) 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.

   ii) 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 the team which rolled
or delivered it, and play will continue. It will be the responsibility of the two team
captains and the referee to maintain identity of the “wrong color” ball(s).

i) Wrong rotation of play
   i) Initial point—If a team wrongly delivers the pallina and its first ball, the referee
       will return both pallina and the ball and begin the frame over from the same end.
   ii) Subsequent rolls of the proper color in improper sequence—If a player delivers
        his or her ball when his or 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.

Officials
1) Objections to official—Each team has the 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 the officiating of a game in which that team is also playing.
3) Substitute officials
   a) During a game—Substitutions of officials may occur during a game only with the
      permission of the Tournament Director and both team captains.
4) Additional officials—Additional officials may be assigned to any games during the
   course of play, provided permission is granted by the Tournament Director.
5) Team requests—Officials may be changed during the course of a game if either team
   presents sufficient cause to the Tournament Director.

Other Circumstances
1) 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.
2) Court grooming prior to play—All courts must be groomed to the satisfaction of the
   Tournament Director before the start of each game.
3) Court grooming during play—Courts must 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.
4) 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.
5) Moving ball or pallina—No player may play his or her ball until a pallina or another ball
   has come to a complete rest.

Player/Coach Behavior
1) Unsportsmanlike conduct—Players and coaches 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, will result in
disqualification.
2) Illegal Coaching – Any act that is deemed as coaching (whether from the court or from the stands) that is not in accordance of the rules of coaching will result in the following
   a) First Offense: Warning to both teams
   b) Second Offense: Coach (or spectator) being removed from the playing area.
   c) Third Offense: Removal of Coach (or spectator) from tournament and team being disqualified for that game.
3) Whenever possible, a player should move off the court when an opponent is playing.
4) Attire
   a) Proper attire—Players will dress in a manner which will bring credit to them and the sport of bocce.
   b) Footwear—Players will not be permitted to wear shoes which may damage or disrupt the court surface. Also, players will not be permitted to play without shoes.
   c) Objectionable attire—Players who wear objectionable or offensive clothing, or who are improperly attired, may not be allowed to participate in a tournament.

SECTION D—DEFINITION OF PLAYING TERMS

Ball: Live and Dead
1) A live ball is any ball in play that has been delivered.
2) A dead ball is any ball that has been disqualified or forfeited. A ball may be disqualified if:
   a) It is the result of a penalty.
   b) It has gone out of the court.
   c) It has come in contact with a person or object which is out of the court.
   d) It hits the top of the court boards.
   e) It hits the covering over the courts or any supports thereof.
   f) It is the result of a foot foul.
   g) It is the result of an illegal movement of your (team’s) ball.
   h) It is the result of interference with a ball in motion by one’s own team.