



Special Olympics Hawaii - 2026 'Aukake Classic Bocce Tournament Coaches Information Guide

**Waiau District Park, Pearl City
Saturday - Sunday, August 22, 23**

Saturday (Aug. 22) Schedule – Traditional Bocce Doubles and Singles:

9:30 am Team Check-in (Submit Scratches)
10:30 am Opening Ceremonies
11:00 am Coaches Meetings
12:00 pm Competition Starts

Time	Four Team Divisions	Three Team Divisions	Two Team Divisions
12:00 pm	Game 1	Game 1	Game 1
12:30 pm	Game 2	Game 2	Break
1:00 pm	Game 3	Game 3	Game 2
1:30 pm	Game 4	Break	Game 3 if necessary
2:00 pm	Break	Game 4 – Semi or Final	Awards
2:30 pm	Game 5	Game 5 - Final or Awards	
3:00 pm	Game 6	Awards	
3:30 pm	Awards		

Sunday (Aug. 23) Schedule – Unified Bocce Doubles:

8:45 am Team Check-in (Submit Scratches)
9:00 am Coaches Meeting
9:30 am Competition Starts

Time	Four Team Divisions	Three Team Divisions	Two Team Divisions
9:30 am	Game 1	Game 1	Game 1
10:00 am	Game 2	Game 2	Break
10:30 am	Game 3	Game 3	Game 2
11:00 am	Game 4	Break	Game 3 if necessary
11:30 am	Break	Game 4 – Semi or Final	Awards
12:00 pm	Game 5	Game 5 – Final or Awards	
12:30 pm	Game 6	Awards	
1:00 pm	Awards		

Tournament Notes:

1. One coach from each delegation must attend the Coaches Meeting in order to have the “right” to appeal any call or procedure during competition.
2. Teams have been divided into Divisions based on Assessment scores. Tournament formats for each division are based on the number of teams within that division. Divisions will be made up of three or four teams whenever possible. The team Assessment score is determined by the BEST assessment score of either player.

3. The Aukake Classic Bocce Competitions will be run according to the 2026 Special Olympics Hawaii Bocce Rules. Copies of the rules have been e-mailed out, are available on-line and will be available at the main Bocce tent. Athletes, Unified Partners, and Coaches are responsible for knowing the rules and etiquette of the game.
4. All teams will play between two and four games. Divisions will play all games on the same court.
5. Games will be played with a 20 minute time limit or to 12 points, whichever comes first, to determine the winner. If games reach the 20-minute mark, the frame must be completed. If the score is tied, one more frame will be played to determine a winner.
6. Brackets will be on display at the official's tent. Please check them after each game to make sure that you have your correct team/athletes on the correct court. It is the Head Coaches responsibility to make sure that all teams have been advanced correctly through the bracket.
7. Flow of events:
 - Coaches look at the division brackets in the official tent. Have athletes report to their correct court. Games will begin on time. Teams will forfeit if more than five minutes late.
 - Play begins on the horn/whistle. This will be directly on the hour and half hour.
 - Play ends on the horn/whistle 20 minutes after the start of the game. A game can end sooner by a team reaching the score of 12. All frames that are started must be completed.
 - If the score is tied at the end of 20 minutes one more frame must be played to determine a winner.
 - Coaches/Unified partners must sign the official scorecard. An Official must also sign. If a coach is not on site for Doubles competition, an athlete will be asked to sign. Signatures indicate agreement with the outcome of the game and the final score.
 - All divisions will have a break in their schedule prior to the medal round games. This is in order for the Officials tent to have enough time to advance teams into their correct medal games.
 - All teams will be escorted and staged in the Awards Staging tent AFTER the final game has been played in their division.
8. If a Traditional Doubles team has a scratch, the only eligible alternates are athletes who competed in Singles at Area/Regional competition. This newly formed team will be divisioned at the discretion of the Head Bocce Officials. If two teams from the same delegation have a scratch, the teams may be combined, and will be placed in the division of the higher of the two teams. If a Unified Doubles team has a scratch, the team will be scratched from competition. If two Unified Doubles teams from the same delegation have a scratch and the remaining players consist of one athlete and one partner, this team may compete and will be placed in the division of the higher of the two teams.
9. If a Traditional Doubles team has a scratch, but no alternates are available, the remaining athlete may immediately enter Singles competition.
10. Foul lines are 10 feet inside the court. Only the player that is rolling will be allowed within that space. One warning will be given at the first violation of the foul line to both teams; all other violations will result in the ball that was rolled being declared dead and removed from the court.

11. Scorecards: Coaches/Unified Partners are responsible for signing each scorecard at the end of play to verify that the scores and teams are correct. Both the winning and the losing teams must sign.
12. Only registered coaches are allowed in the roped off competition area. Coaches are only allowed to stand in the coaches "box" at each court. The coaches' box is on the side of the court between the end line and the foul line. Coaches may move end to end from frame to frame. Once play begins, coaches may not assist athletes verbally or physically. Only pre-authorized coaches may assist athletes in and out of court, but may not position athletes at the foul line. This modification will be listed on the back of the athlete's nametag and information written on the bracket. Athletes must proceed into position on the court on their own or with the help of their teammate. Spectators must stay behind the identified boundary of the courts. Verbal coaching is not allowed by coaches or spectators. Coaches and/or spectators will be given one warning for coaching. If coaching continues, their team may be penalized by losing the frame, and ultimately, forfeiting the game.
13. During competition, conversation between teams should be limited to brief complimentary remarks regarding the game only.
14. All teams will receive awards with their division after the Championship game in their division.
15. For Short Court Singles and Short Court Unified Doubles competition, a lighter weight bocce ball set will be used on a court which is approx. half as long. Modified devices may be used with prior approval from the SOHI Sports Dept. Coaches may provide physical assistance to athletes competing or using assistive devices in Short Court competition, but may not give the athlete a competitive advantage. Minimal coaching directions can be given.
16. Ramp Divisions will compete on a short court and will use a regulation size (110mm) bocce ball.
17. Lunches will be available at the Meal Distribution tent on both Saturday and Sunday. Lunches will be available by approx. 11:00 am

Tournament Formats:

Teams will be placed into Divisions of three or four teams. Tournament formats are as follows for the various types of divisions. Two Team Divisions may occur due to scratches.

Two Team/Player Division: Teams play each other twice. If one team wins both games, they will go to awards, if the games are split 1-1, then they will play a championship game. This format happens rarely and only if a larger division can't be created.

Three Team/Player Division: Each team plays the other two teams (Round Robin). Teams are then ranked by record. The first and second ranked teams after the round robin will play in the Final. If all three teams are tied in record, teams will be ranked based on point differential and a semi-final will be played by the second and third ranked teams. The winner will play the first ranked team in the Final. If teams are not tied after the round robin, the Final will be played in the Game four time slot.

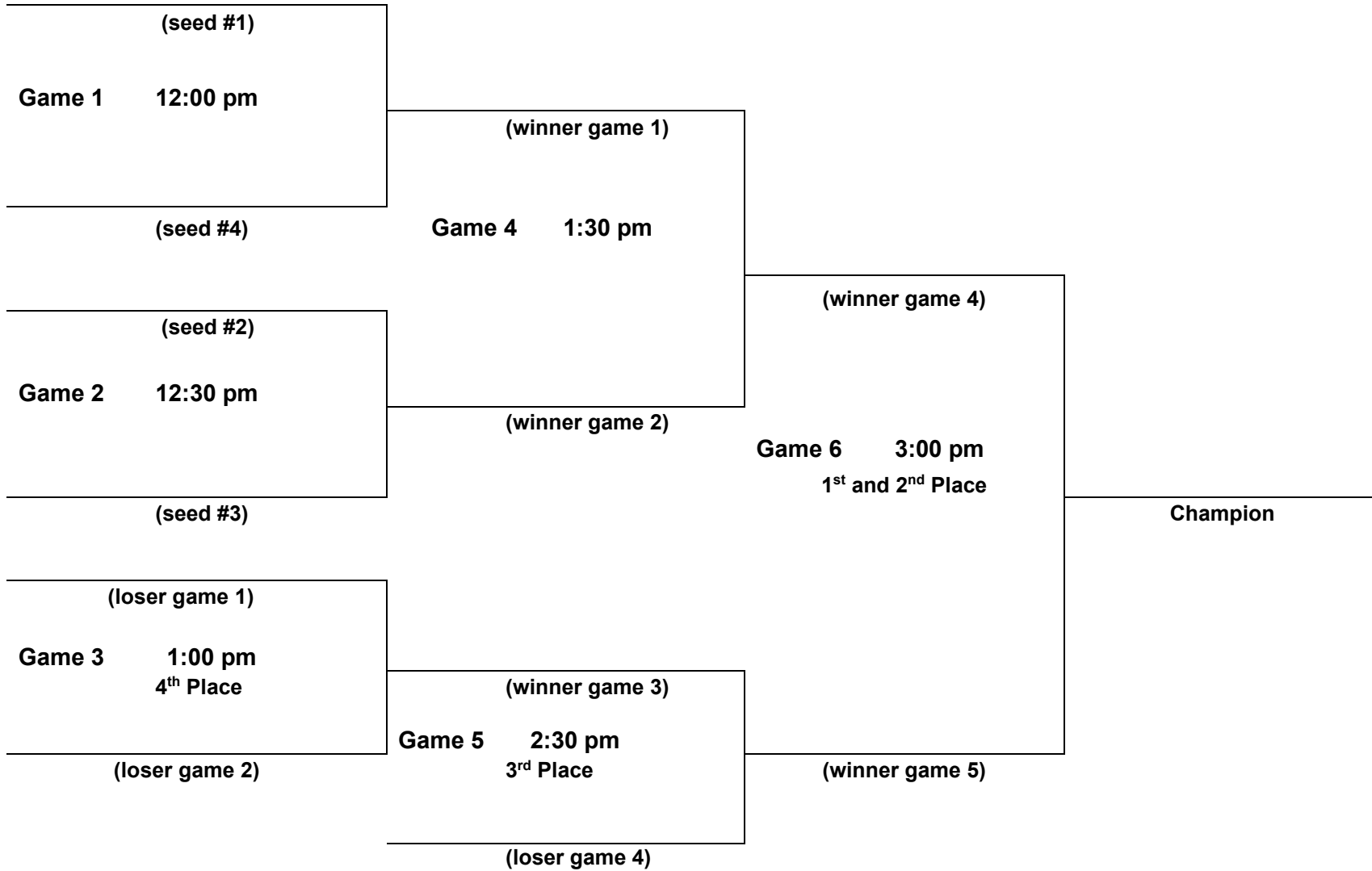
Four Team/Player Division: Teams will play a modified double elimination tournament. Teams will advance to the Final through the Winners and Losers bracket. Teams losing twice will be eliminated. Once teams reach the Final, records are thrown out and the winner of that match takes first place.

Tiebreakers:

If after the round robin two teams are tied in record, the winner of their head-to-head game has the higher rank. If three teams are tied, point differential of the games played against each other are used to determine the rankings. If a team has a forfeit against another tied team, they will automatically fall to the bottom of the rankings among tied teams. If three teams are still tied after factoring in point differential, total points scored in games among tied teams will be used to break the tie.

See Sample schedules/brackets below for three and four team Traditional and Unified divisions. (Please note that Singles and Short-Court Singles will follow the Traditional Doubles schedule and Unified Short-Court Doubles will follow the Unified Doubles schedule)

4 Team Doubles



3 Team Doubles

(seed #1)

Game 1 12:00 pm

(seed #3)

(seed #2)

Game 2 12:30 pm

(seed #3)

(seed #1)

Game 3 1:00 pm

(Seed #2)

(seed #2)

IF 3 way tie of 1 win Each

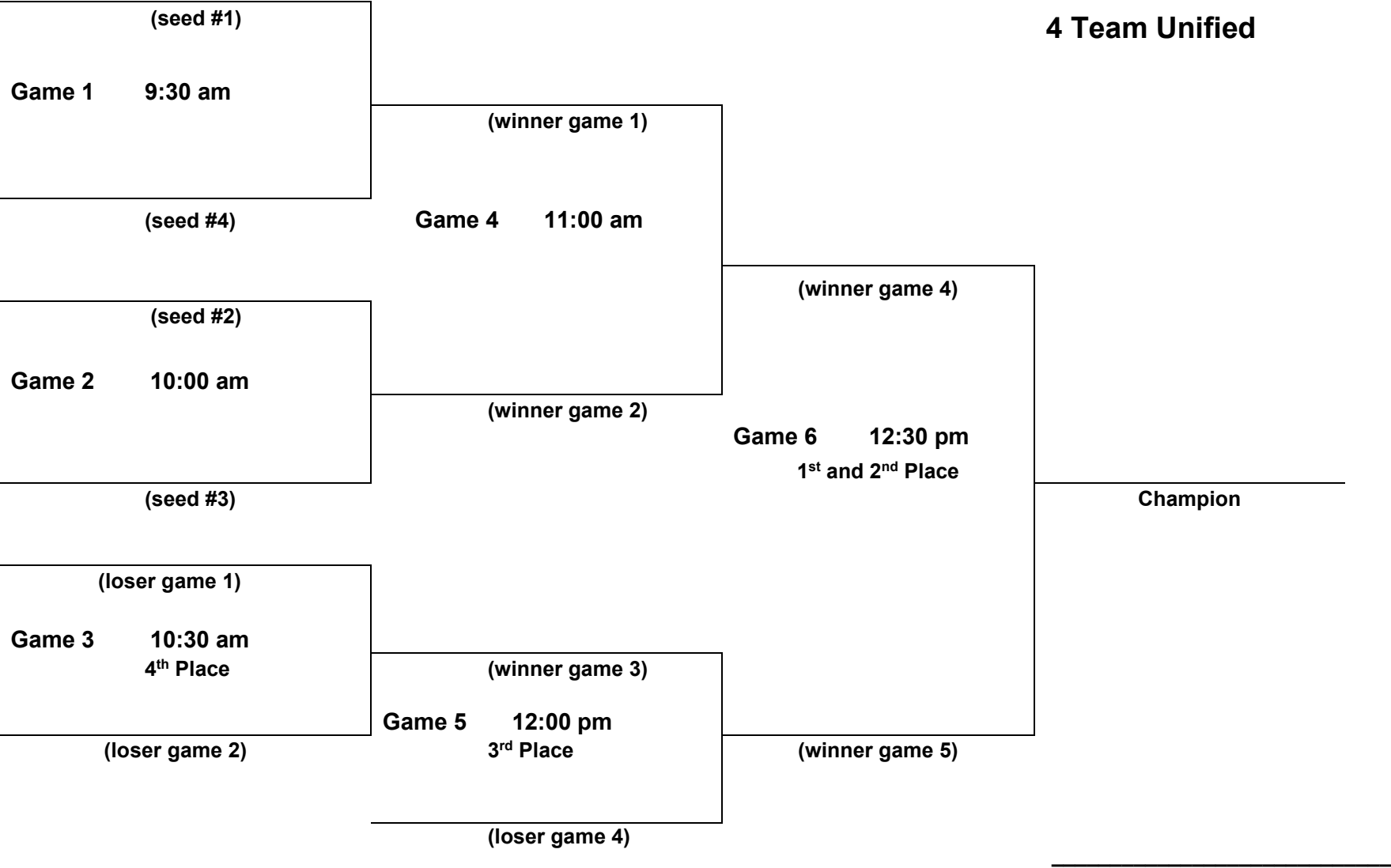
(seed #3)

(seed 2, if no tie game played)

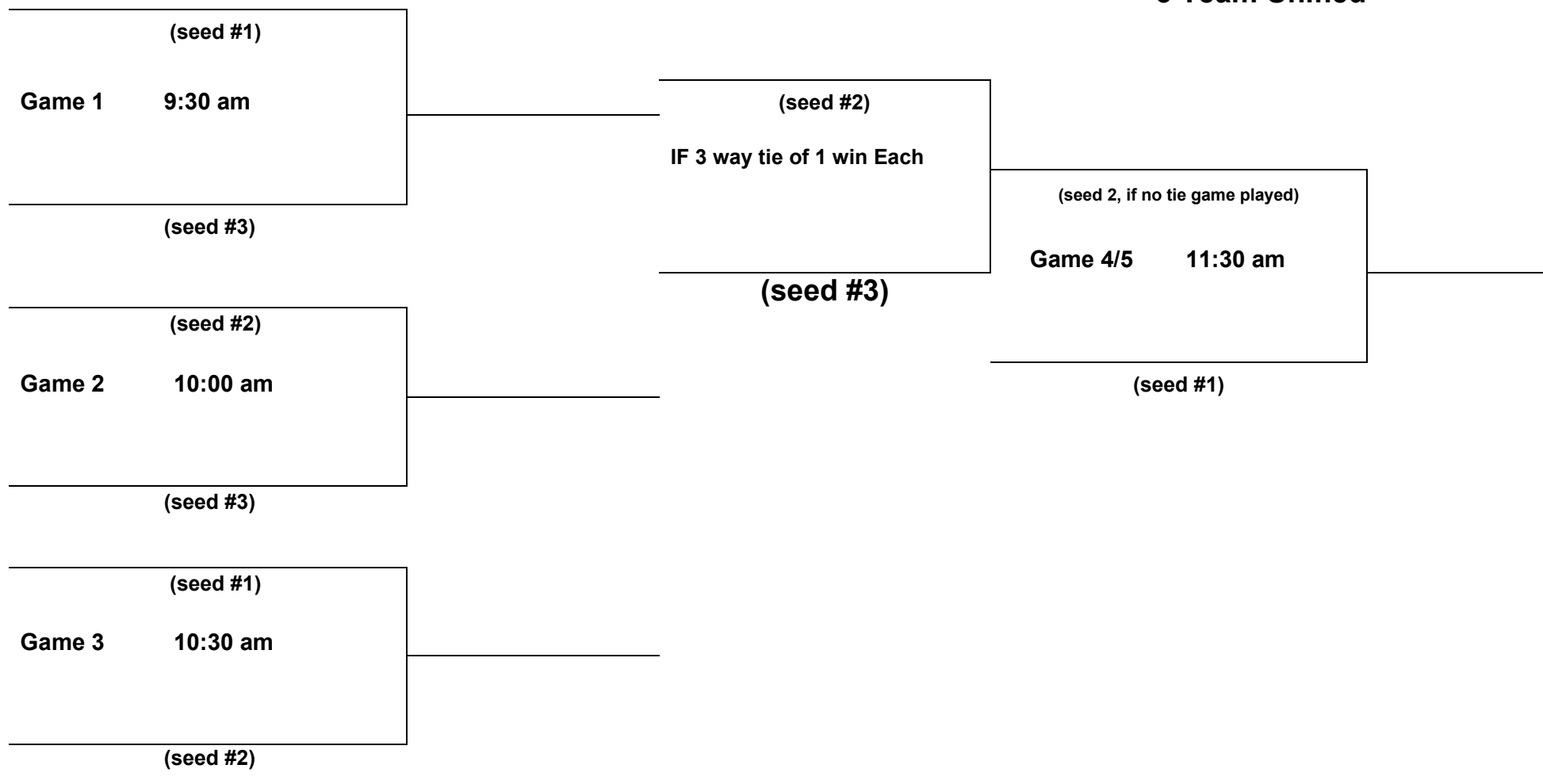
Game 4/5 2:00 pm

(seed #1)

4 Team Unified



3 Team Unified



If there is a team with no wins, they will receive 3rd place and the other 2 teams will play a Championship playoff game. If all 3 teams end with a tied number of wins of 1 each, we will play a 3rd place game and then move into a Championship game. They will be ranked by point differential and if that is tied, head-to-head competition. Then total points.