

Coaches Handbook

Fall Sports Festival²⁰¹⁰ Special Olympics Connecticut

September 11 & 12, 2010



Connecticut Sportsplex, North Branford
Kennedy Memorial Field, East Haven



Sleeping Giant Golf Course, Hamden



Savin Rock Park, West Haven



Stonington Harbor Yacht Club
Sailing Foundation, Inc.



Ocean House, Watch Hill, RI

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General Information

Important Phone Numbers

Special Olympics Connecticut (203) 230-1201, x 246
Special Olympics Connecticut Toll-Free (800) 443-6105, x 246
Sleeping Giant Golf Course – Hamden (203) 281-9456
Connecticut Sportsplex, North Branford (203) 484-4383



Rain Plan

In the event of inclement weather, call Special Olympics Connecticut @ 203.230.1201 ext. 246 for updates.

Emergency Procedure

To report any emergency – please follow these directions: Call 203.230.1201 ext. 275

What is the emergency? _____
Where is the emergency? _____
Who is reporting the emergency? _____
Give a telephone number, if available: _____

Assist in directing the emergency personnel to the scene.

Emergency Evacuation Procedure

In the event of a life threatening or dangerous situation, the decision to evacuate a venue facility will be made by SOCT staff, Venue Director, and appropriate Security and Public Safety personnel. *The decision to evacuate a venue facility will be made when the threat of danger is imminent.*

Each venue site is unique, therefore, the Venue Director will be responsible in formulating a standard evacuation procedure for that venue site. In the event evacuation becomes necessary, it is recommended that the following steps be taken:

- * All security and law enforcement personnel as well as volunteer security will be utilized for crowd management when possible.
- * If an evacuation is ordered, people will be directed to the parking lots adjacent to the venue sites.
- * The Venue Director will notify the SOCT Vice President of Games & Sports Development and other appropriate personnel.
- * Security and Public Safety Departments will continue to provide security around the evacuated venue area.

Medical Emergencies

Report to the Medical area at each venue.

Area Hospitals

Yale New Haven Hospital (203) 688-4242
Hospital of St. Raphael (203) 789-3000
Lawrence & Memorial Hospital.....(860) 442-0711

General Information

On-Site Registration

All teams need to check in upon arrival to all of the venues at the registration areas.

Registration packets will contain the following items:

- Athlete & Coach Credentials (to be used as meal tickets)
- Team/Roster Lists
- Updated Schedule Information

Please note: At Softball, we ask that you check in at least 45-minutes prior to your first scheduled game.

Athlete Scratches

- * **Before August 27th** please fax athlete scratches to the SOCT Headquarters, 203.230.1202.
- * **After August 27th** All scratches after the scratch deadline will be charged to the program.

Please note:

There will be no reimbursement of fees for any scratches after the scratch deadline of August 27th. Changes in team rosters (Bocce, Sailing, & Golf only) may be made up to two weeks prior to scratch deadline. All other scratches should be reported at on-site registration the day of the event. There can be no changes to softball after the divisioning tournament on August 14, 2010.

Lost Athlete

Find someone with a radio and give them a description of the lost athlete; name, description of clothing, etc., and what local program the athlete is from. **Stay with the radio person until Security arrives.**

Lost & Found

All lost and found items will be brought to the Registration Areas at the various venues. After the Fall Sports Festival, all lost and found items will be at the SOCT Headquarters in Hamden.

General Information

General Schedule

Saturday, September 11th

8:00 a.m. – 9:00 p.m. Competition

Sunday, September 12th

8:00 a.m. – 4:00 p.m. Competition

Opening Ceremonies

Softball Opening Ceremony, Saturday, September 11th

9:00 a.m. at Connecticut Sportsplex

Bocce Opening Ceremony, Saturday, September 11th

9:30 a.m. at Savin Rock

Sailing Parade and Opening Ceremony, Saturday, September 11th

10:00 a.m. at Stonington Harbor Yacht Club

Golf Croquet Opening Ceremony, Saturday, September 11th

10:15 a.m. at Ocean House, Watch Hill, RI

Golf Opening Ceremony, Sunday September 12th

1:45 p.m. at Sleeping Giant Golf Course.

Lunch Menu

Saturday and Sunday lunch will be available to all athletes, partners, coaches, and volunteers. The lunch menu will be hot dogs, fruit, and beverages. Lunches, especially at golf are not available for families. Athletes, coaches and volunteers will have credentials or meal tickets.

Concession Stand

There will be a concession stand and/or a food vendor available to families and spectators at Softball & Bocce. Aunt Chilada's Restaurant is located on site at Sleeping Giant Country Club.

Souvenirs

Campus Customs will be selling official Special Olympics Connecticut items throughout the weekend at the following venues:

Bocce (Saturday)	11:00 a.m. – 3:00 p.m.	Savin Rock, West Haven
Softball (Sat. & Sun.)	11:00 a.m. – 3:00 p.m.	CT Sportsplex
Golf (Sunday)	11:00 a.m. – 3:00 p.m.	Sleeping Giant Golf Course

Campus Customs is the official supplier, of Special Olympics Connecticut merchandise. Campus Customs will give SOCT a 10% royalty on all new orders placed with Campus Customs. Support SOCT and place your next order with Campus Customs.

2010 SOCT Golf Classic Sleeping Giant Golf Course

**Golf Skills Supporting Sponsor:
People's United Community Foundation**

Sunday, September 12th

11:45 a.m. – 1:30 p.m.	Athlete Registration
11:30 a.m. – 1:30 p.m.	Lunch
12:00 p.m.	Tee-off for 9-hole play
12:30 p.m.	Arrival for Skills Athletes
1:45 p.m.	Opening Ceremony
2:00 p.m.	Skills Competition begins
4:00 p.m. – 6:00 p.m.	Awards will be presented as each heat finishes

REGISTRATION will take place at Sleeping Giant however, you must PARK AT QUINNIPIAC UNIVERSITY and take the shuttle over to Sleeping Giant.

THERE IS NO PARKING AT SLEEPING GIANT.

Games Rules Committee

Joe Dennin.....Competition Director
Carl Swanson.....Golf Pro
Chuck Balocca.....Golf Committee

Uniforms

All male players must wear collared shirts (NO EXCEPTIONS). No JEANS or gym shorts may be worn. Golf shoes are recommended, but sneakers are also appropriate. Spikeless golf shoes only.



Important Reminders

1. Safety First – pay attention; do not stand behind someone who is swinging a club and do not swing a club yourself until you are sure no one is behind you.
2. Athletes need to walk quickly to their ball. One practice swing per shot.
3. Athletes are to practice good golf etiquette (fix divots, rake sand traps, repair ball marks on green, etc.).

Level 2 – Alternate Shot Team Play Competition

Format: Two person teams – alternate shot. Team members take turns hitting the ball. Special Olympics athletes tee off on holes 1, 5, 7, 8 & 9; Unified® Partners tee off on holes 2, 3, 4, & 6.

Rule Reminders

1. A swing and a miss counts. The partner then hits the ball.
2. **MAXIMUM OF 10 on a hole. If you reach 10, pick up the ball and score a 10x. In case of ties, least number of 10x wins.**
3. One stroke penalty for problems; out-of-bounds, lost ball, unplayable lie, in the water, etc. Place the ball in a reasonable spot and add a stroke to your score. The athlete who did not hit the shot into trouble hits the next shot.
4. SOCT athletes may improve their lie; no closer to the hole and in the same medium. If in the rough, stay in the rough. If in the sand, stay in the sand (similar to scramble format).
5. No conceding putts.
6. Be sensible in enforcing rules for athletes.
7. Partners do not coach – they play.
8. Slow Play Rule – athletes are expected to finish 9-holes of play in 2 1/2 hours. Slow playing athletes may have to skip a hole and take a 10x for the hole skipped.

Level 4 – Individual Stroke Play Competition – Rule Reminders

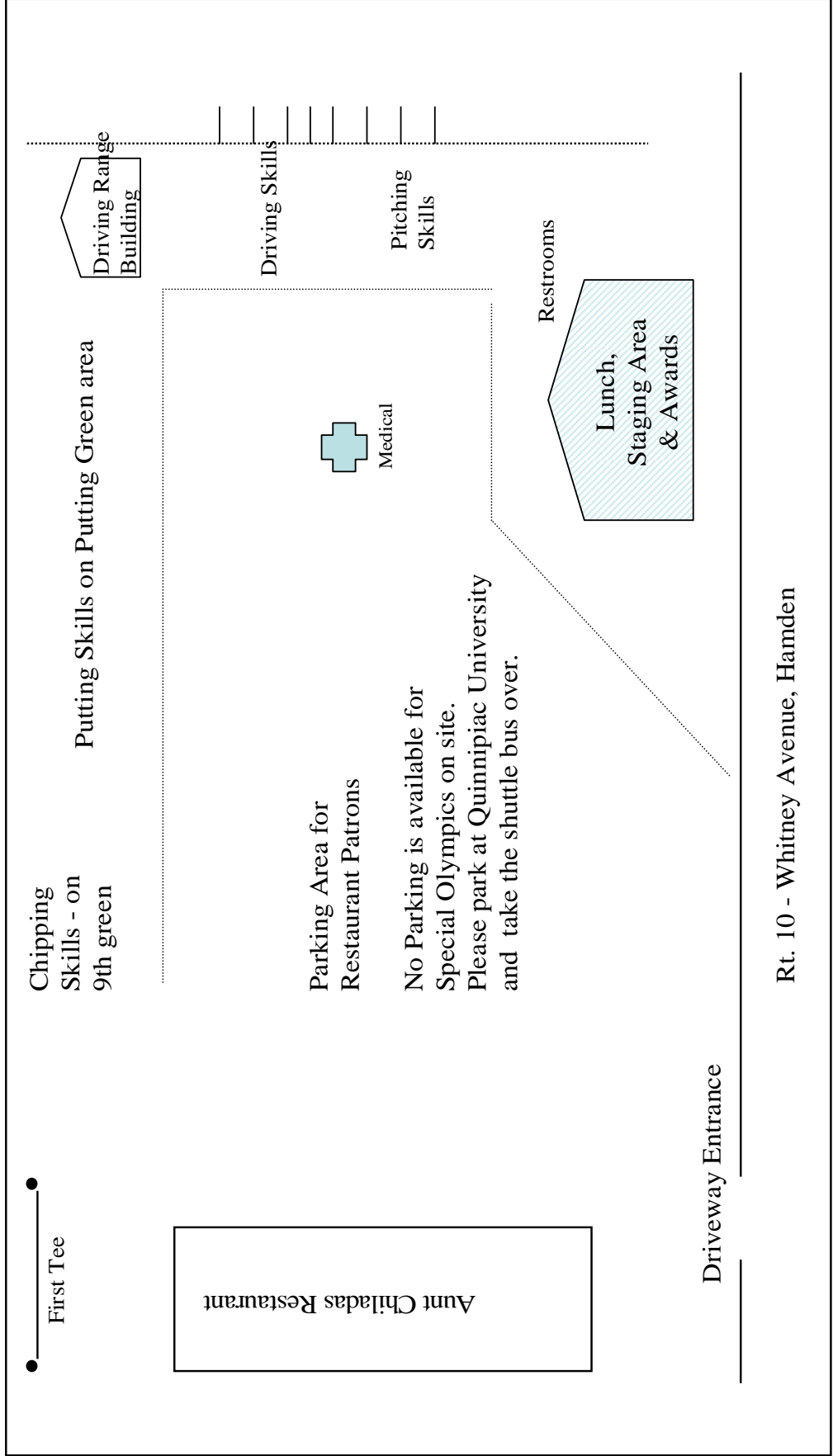
1. A swing and a miss counts.
2. Maximum of 10 on a hole. If you reach 10, pick up the ball and score a 10x. In case of ties, least number of 10x wins.
3. One stroke penalty for problems; out-of-bounds, lost ball, unplayable lie, in the water, etc. Place the ball in a reasonable spot and add a stroke to your score.
4. No conceding putts.
5. Be sensible in enforcing rules for athletes.
6. Caddies do not coach.
7. Slow Play Rule – athletes are expected to finish 9-holes of play in 2 1/2 hours. Slow playing athletes may have to skip a hole and take a 10x for the hole skipped.

Level 1 – Individual Skills Competition

In all categories, missing the ball is 0 and hitting the ball is 1

GOLF CLASSIC

Sleeping Giant Country Club



Rt. 10 - Whitney Avenue, Hamden

**2010 SOCT Bocce
Savin Rock Park – West Haven, CT**

**Bronze Sponsor:
BIC Corporation**

Saturday, September 11th

8:00 a.m.	Volunteer & Athlete Registration
8:00 a.m.	Bocce Tournament
9:30 a.m.	Opening Ceremony
10:15	Bocce Skills Modified and Regulation Distance
11:00 a.m. – 1:30 p.m.	Lunch
1:00 p.m.	Awards

Games Rules Committee

Colleen Costello	Coach
Klaus Albers	Bocce Committee

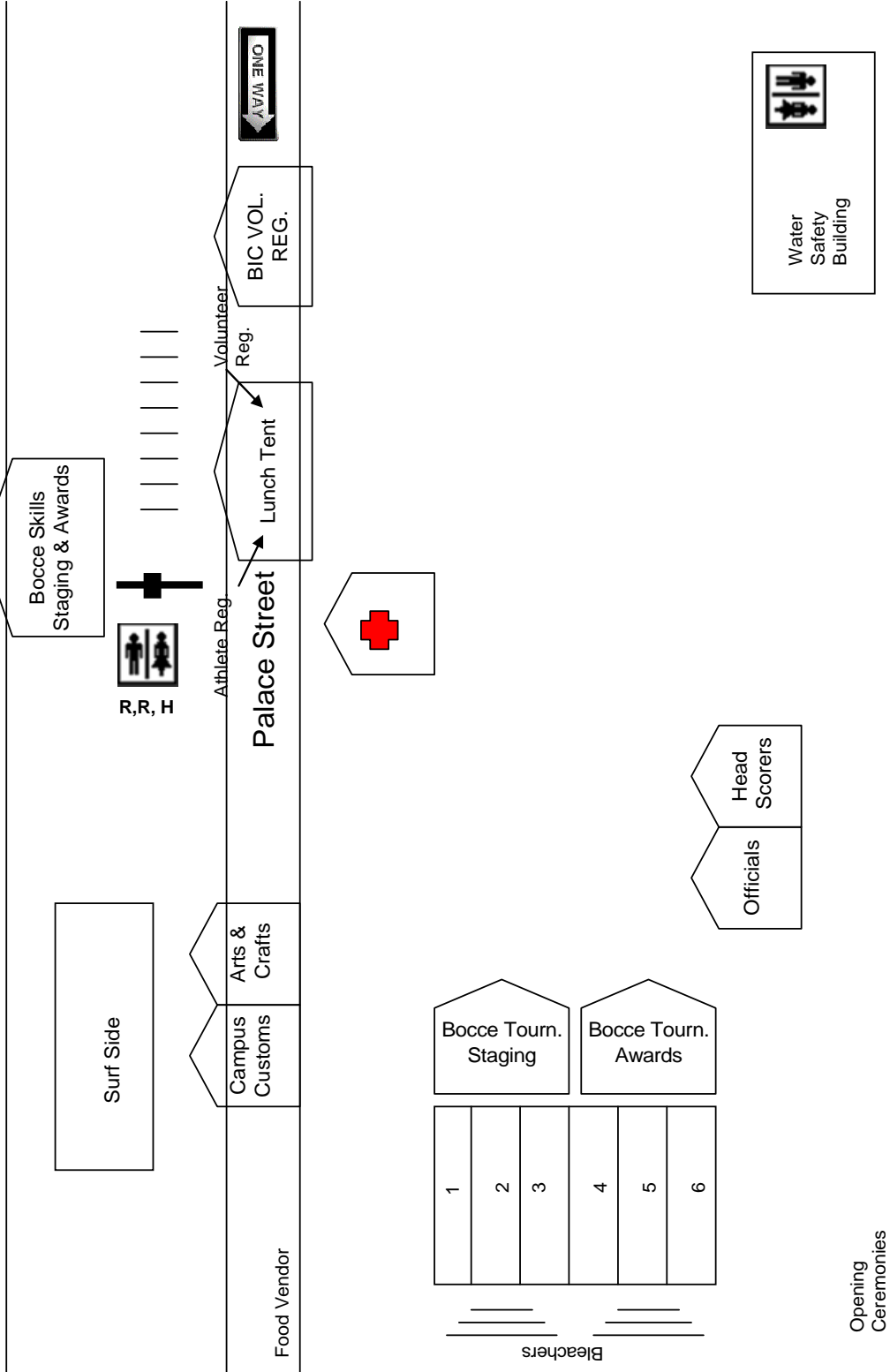
A competition schedule will be sent out to Bocce Coaches prior to the 2010 Fall Sports Festival.



Savin Rock, West Haven

Captain Thomas Blvd.

Oak Street



Boardwalk

2010 SOCT Softball Tournament

Connecticut Sportsplex, North Branford, CT

Kennedy Memorial Field, East Haven, CT

Silver Sponsor:



Saturday, September 11th

7:15 a.m.	Volunteer Registration
7:30 a.m. – 9:00 a.m.	Team Check-In
9:00 a.m.	Opening Ceremony
8:00 a.m. – 9:00 p.m.	Team Competition
9:00 a.m.	Skills Competition
11:00 a.m. – 1:30 p.m.	Lunch

Sunday, September 12th

7:15 a.m.	Volunteer Registration
8:00 a.m. – 5:00 p.m.	Team Competition & Awards
11:00 a.m. – 1:30 p.m.	Lunch

No outside food or beverages are allowed to be brought into the Connecticut Sportsplex.

Please park in the designated areas at the Connecticut Sportsplex.



At Softball, we ask that you check in at least 45-minutes prior to your first scheduled game.

Softball: Division play has been set in a round-robin format. Divisions with four teams will then play in a medal round. If there are any ties within a division after round play, the tie breaking criteria is as follows:

- 1 Head to Head competition
- 2 The team that allowed the least runs.
- 3 The team that scored the most runs.

Individual Softball Skills Competition

The Softball Skills Competition will be held on Saturday only beginning at 10:15 a.m.

Games Rules Committee

Joyce Stille Venue Director
Karen Gallicchio Local Coordinator

Tournament Schedule

Team schedules will be sent *after* the divisioning tournament on August 14th.

Division 1 & 2

All Batters will start with a 1-Ball, 1-Strike Count.

Uniforms & Equipment

Refer to Sections D and E of SOCT Softball Guidelines, Rules and Forms for specific requirements regarding uniforms and equipment.

- * Softball shoes are recommended (rubber sole cleats).
- * No METAL CLEATS or RUNNING SNEAKERS will be permitted.
- * Cut-off shorts and jean will NOT BE ALLOWED for softball uniforms.
- * The catcher must wear a facemask, skullcap and throat guard; all batters and runners must wear approved batting helmets.
- * All batters and base runners must wear a batting helmet with chin strap.

Behavior and Sportsmanship

A reminder that appropriate behavior and good sportsmanship is expected from everyone at this event. As coaches, you serve as role models for your athletes and must discourage poor attitudes or behavior from your athletes and encourage respect for your opponents on and off the field.

Reminders to Softball Coaches

Please remember that the divisioning tournament and state tournament are a little different. The purpose of the divisioning tournament is to see teams play which means some modifications of the rules. At the state tournament, the official rules will be enforced. A few rules to keep in mind are:

- * A new inning will not be started after the 1-hour time limit has elapsed. The inning will be finished if time has elapsed unless the home team is at bat and ahead.
- * Unified® Teams – batting order must be alternate between partners and athletes. The line-up card submitted to the scorekeeper must identify who is who. Partners - odd numbers; Athletes - even numbers
- * Extra Hitter – in Traditional team competition, a team can bat either 10 or 11 players. In Unified® team competition, a team either bats 10 or 12 players (1 extra partner and 1 extra athlete). If used, the team must bat the same number of players during the entire game.
- * Substitutions – a starting player may re-enter the game once, but must go back into the same place in the batting order. Once a substitute leaves a game, he cannot re-enter that same game.
- * All players on the team must either bat at least once or play in the field in each game of the tournament.
- * Unified® Teams – remember, the ratio of positions which must be filled by athletes versus partners in the infield, the outfield and pitcher/catcher.
- * Third strike foul is an out in all divisions but Unified® Divisions 1 and 2.
- * Three outs must occur before the batting team takes the field. This means the team batting may go through their line up more than once in an inning.
- * Unified® Teams – please remind your partners about player dominance (encroachment).
- * Players are not allowed to wear jewelry during competition.
- * All teams will exchange roster line-ups at the beginning of each game.
- * Teams need to hand in roster to scorekeepers before games begin. This will be kept by the scorer and not returned to the team.

The Tournament Committee is looking forward to an excellent tournament with lots of good competition. If you have any questions, please ask.



2010 SOCT Sailing Regatta Stonington Harbor Yacht Club (SHYC)

**Silver Sponsor:
SHYC Sailing Foundation**

Sailing competition will be either in 2-man or 4-man boats.

Saturday, September 11, 2010

8:30 a.m.	Athlete and Volunteer Registration
10:00 a.m.	Parade begins at SHYC Lot
10:30 a.m.	Opening Ceremony
11:00 a.m.	Lunch & Skippers Meeting/Olympic Town
11:30 a.m.	Racing begins
6:00 p.m.	Dinner @ Sailing Center
7:00 p.m.	Dancing at LaGrua Center

Sunday, September 12, 2010

8:30 a.m.	Volunteer Registration
9:00 a.m.	Competitors Arrive
9:30 a.m. - 11:30 a.m.	Racing
12:00 p.m.	Lunch @ Sailing Center
1:00 p.m.	Award Ceremony @ LaGrua Center

Games Rules Committee

Vic and Eileen Cicchese.....	Sailing Committee
Mistral Dodson.....	SHYC
Cindy Nickerson.....	SHYC

Opening Ceremony

Opening ceremony for Sailing will start with a parade at 10:00 a.m. from the Stonington Harbor Yacht Club on Saturday, September 11th.



STANDARD COURSES ARE:

- #1 - S A C F (Windward-Leeward)
- #2 - S A B C F (Triangle)
- #3 - S A B C A C F (Triangle-Windward-Leeward)
- #4 - S A C A C F (Windward-Leeward X2)

S = Start; F = Finish; A = Windward Mark; B = Jibe Mark
C = Leeward Mark

All marks shall be left to Port.

SAFETY

Safety is paramount. Every racer shall wear a PFD at all times.

The race committee shall set the safest racecourse possible with regard to sea conditions, weather conditions, body of water.

The race committee will postpone racing if the weather or sea conditions are such that sailing would be unsafe.

It is the responsibility of each skipper and crew to sail safely within his or her capabilities. If wind, wave or water conditions make you doubtful of your ability to handle them, retire from the race. This is NOT a disgrace! It is good sailing practice.

The race committee will take the comfort level of the competitors into consideration when making a decision **concerning** postponement.

STARTING SEQUENCE

IYRR Sound-Signal Starting System, a 3 minute start sequence as described:

Preparatory Signal	1 Long (given 10 seconds before sequence begins)
3 Minute Warning	3 Long
2 Minute Warning	2 Long
1 1/2 Minute Warning	1 Long + 3 Short
1 Minute Warning	1 Long
30 Second Warning	3 Short
20 Second Warning	2 Short
10 Second Warning	1 Short
5 Second Warning/Start	4 Short + 1 Long

**2010 SOCT Golf Croquet Tournament
2010 Croquet Invitational
Ocean House, Watch Hill, RI**

**Silver Sponsor:
A.H. Gildersleeve**

Saturday, September 11th

9:15a.m.- 10:00am	Athlete and Volunteer Registration
10:15a.m.	Opening Ceremony
10:45a.m.	Competition begins for Traditional/Unified
1:00 p.m.	Lunch for Traditional/Unified Golf Croquet Competition
1:00 p.m.	Unified Croquet Invitational
2:15 p.m.	Awards and Refreshments for Unified Croquet Invitational
3:15 p.m.	Awards for Traditional/Unified Golf Croquet Competition

Games Rules Committee

Bobbi Shorthouse	U.S. Croquet Association
Teddy Prentis	U.S. Croquet Association
Beau Doherty.....	Special Olympics Connecticut



6-Wicket Golf Croquet

The Court and Equipment. SOCT uses a 50' x 40' court. The four corner wickets are measured in 10' from each boundary. The two center wickets are measured 10' from the center stake. There are six wickets, one stake, four corner posts, and four balls. Each player needs a mallet, mallets can be shared.

It is possible to play on an ordinary lawn with an inexpensive croquet set. The typical USCA competition game is played with higher-quality equipment on the flattest lawn with the shortest grass that you can find (resembling a grass carpet, golf putting green or lawn bowling green, edge of a baseball field). Look for a croquet set that has sturdy rectangular wickets, mallets sized for adults (about three feet high), and heavy, solid balls. A 9-wicket croquet set can be modified for 6-wicket games.

An Outline of the Game. Golf Croquet is played between teams (Partners): blue and black balls versus red and yellow balls. In Unified team competition, Athletes will always play first. One Athlete will play the blue ball, with Partner playing the black ball, and one Athlete will play the red ball, with Partner playing the yellow ball.

In Unified, each player plays the same color ball throughout the game. Teams may have a non-playing Coach. During Tournaments, the non-playing Coach must stay off the court and cannot answer questions or assist any player. During a Tournament, a team Coach or Partner may call a Referee or Tournament Director for assistance.

Play is made by striking a ball with either striking face of the mallet. The player who is playing a turn is called the striker. The ball in play is the striker ball. The striker must never strike any ball other than the striker ball. The striker must play using either striking face of the mallet, never with a side face or the shaft. The mallet must contact the ball crisply; scooping, pushing, and hitting the ball more than once during the stroke are not allowed. The striker and striker's mallet can only touch the striker ball during a stroke. The striker's ball may cause other balls to move and score wickets.

Miss-hit. Strikers may swing the mallet multiple times to aim, but may only hit the ball once per turn. If, when the striker ball is more than 3 feet from the wicket in play, an Athlete accidentally strikes the ball while aiming and the ball wobbles or travels a distance less than a mallet head, the Partner has the option to replace the striker's ball and allow the Athlete one hit to replace the miss-hit.

Starting the Game. The side that wins a coin toss chooses team colors. The starting coin will be tossed by a team Partner or Coach and the opponent team Partner or Coach will call "heads" or "tails," whichever coin side lands upright wins the toss. Winning team decides which color balls that team will play.

The blue ball plays first. Turns are played in the sequence of the colors on the stake: blue, red, black, yellow. Each ball is played into the game from any point on the court using the shortest mallet shaft length in the game (from end of shaft through mallet head) from corner IV (southeast corner).

Each turn consists of one mallet hit on the ball. A striker may pass (decide not to hit the ball on the striker's turn).



Scoring Points Each wicket is scored by only one ball, so that all balls are always contesting the same wicket. A ball scores a point for its team by passing through a wicket in sequence. If the striker's ball causes another ball to pass through (run) the wicket, the point is counted for the team whose ball ran the wicket. If two balls pass through the wicket on the same stroke, the point is scored by the ball that first ran the wicket. If a ball is in motion when time is up and that ball passes through a wicket, the point is scored.

A striker may shoot to the next wicket before the current wicket is scored. The ball may not go into the next wicket or score a point by running a wicket until the proper wicket is scored.

A ball may run through the non-playing side of a wicket; however, it does not score a point. To score a point from the playing side, the entire ball must have originally started completely out of the wicket. It may take two or more turns for a ball to run through a wicket. For example: shooting completely through the non-playing side so that the entire ball originates from the playing side on the next shot or shots where a ball is shot from the playing side but stops partially within the wicket. Do not use a mallet head to see if a ball is completely through a wicket! Questions on a ball's placement or whether it is completely through a wicket should be asked of a Referee or Tournament Director.

Which Wicket Am I For (Double Banking) Double banking is when two games are played on the same court at the same time in opposite directions. For the solid balls, wicket 5 is the center wicket with the horizontal top painted red and wicket 6 is the center wicket on the opposite side of the stake.

For the striped balls, wicket 5 is the plain center wicket and wicket 6 is the center wicket with the horizontal top painted red on the opposite side of the stake.

Wicket 6. After scoring wicket 5, wicket 6 is scored by passing the stake on either side and running through wicket 6 in the direction of the boundary. If the score is not tied, the game is ended.

Match Time (Tie Score). At match time, the striker to play at match time and each player thereafter may shoot one more time for that wicket. If the wicket is not scored, teams will go to Final Round.

Final Round (Tie Score). The team that wins a coin toss shoots first. The Final Round coin will be tossed by a team Partner or Coach and the opponent team Partner or Coach will call "heads" or "tails," whichever coin side lands upright wins the toss. For example, if red-yellow win the toss, the order of play is red, black, yellow, blue. Each ball is played into the final round from any point using the shortest mallet shaft length in the game (from end of shaft through mallet head) from the boundary behind its wicket 1. If the wicket is not scored on the first hit, continuing in the same order of play, each ball shoots from its current position until wicket 1 is scored, breaking the tie.

Congestion or Playing Through (Double Banking). Be courteous. For example: When solids are at a wicket and stripes are now for that same wicket, a stripes Partner should announce to the solids Partners that, "Stripes playing through. Please complete your wicket." The group at the wicket controls play around the wicket until a point is scored. If able to do so, stripes may hit closer to that wicket, but must not interfere with or hit solid balls. The same applies if stripes are at the same wicket that solids need to play through. If it appears there will be a lengthy delay, a non-playing Coach or a Partner, by raising a mallet, should call for a Referee or Tournament Director, who may direct that group to an alternate wicket.

Keeping Score. Each time a wicket point is scored, the Partner or Athlete whose team scored the point announces it to the Boardkeeper. For example: "Red solid scored wicket 2" or "red stripe scored wicket 2." Team points (wickets scored) and game time are kept by a Boardkeeper. At the end of the game, all Athletes and Partners will shake hands and congratulate each other on a good game. Then both sets of Athletes and Partners will go to their Boardkeeper to verify each team's total wickets scored.

Boundaries A ball goes out of bounds as soon as its center lies directly over a boundary. When a ball goes out it is placed approximately a mallet head length inside the boundary nearest to where it went out. Corners may be marked by blue, red, black and yellow flags.

Helpful “Ask Yourself” Questions What wicket am I for? Can I shoot through that wicket? Can I hit my Partner through that wicket? Can I hit my ball at or in front of the next ball to play so it can’t make that wicket? Should I pass (not hit my ball)? Should I shoot for the next wicket (because my Partner and I believe our opponents will score this wicket)?

Questions or Rules In the case of a dispute, all rules questions should be directed by a Partner or Coach to the Tournament Director or a Referee. This is done by a Partner raising one mallet head into the air and calling out for the Director or Referee. If a Referee’s ruling is questioned during a Tournament, the Tournament Director will make the final ruling. If the Special Olympics of CT rules do not address the situation in question, the Tournament Director will refer to the most applicable golf croquet rule as established by the U.S. Croquet Association.

Dangerous Play When hitting the ball, strikers should try not to swing the mallet head more than chest height.

Court Etiquette. Everyone but the striker and teammate should stand at least two feet from the wicket area or the striker. A striker should be ready to play his or her ball immediately after the previous striker’s ball has come to rest. Strikers may not place their foot on a ball or wicket and may only pick up a ball when placing it in bounds. The striker’s Partner may point out a spot to shoot to (using the shaft or mallet head); once the striker has the point in sight, the Partner must move away from the spot. Please be quiet or whisper when another team striker is up to play. There are no “do overs.” It is always polite to congratulate a teammate or opponent on a “good hit,” “well played” or “good shot.” No swearing or cursing.

If your game is not going well, you may only laugh at your own mistakes. No waving or throwing mallets. No hitting wickets with your mallets. No throwing or kicking balls and wickets.

Player Wardrobe. Players and anyone on the courts must wear flat-soled shoes (sneakers or sandals, no golf or soccer cleats). Players must wear a white shirt (polo or golf style) and white or light khaki-colored pants. In the event of light rain, drizzle or cold weather, any color windbreaker style jacket is appropriate. Players may wear any color hat on courts; players may prefer a golf or baseball style cap.

Boardkeepers are not required to wear white; however, they must wear flat-soled shoes while on the courts.

Guest Etiquette and Wardrobe. Please try to be quiet or whisper while games are in progress, particularly when a striker is about to swing the mallet. Even the best croquet players can miss a shot if suddenly distracted by loud noise. There are no “do overs.” Guests do not have to wear white; however, they should not wear jeans, particularly torn or ragged jeans. Thank you for your courtesy by showing respect for the players.

Many thanks to Ted Prentis, USCA Croquet Instructor and Pro at Ocean House, RI, and Bob Kroeger, USCA Croquet Instructor, for their assistance.

For other croquet game variations, see www.CroquetAmerica.com.

www.SOCT.org
Rev. 5Aug2010

Directions to Venues - 2010 Fall Sports Festival

For driving directions to the Fall Sports Festival venues, please use either: <http://www.mapquest.com> or <http://maps.yahoo.com> or the driving directions listed below.

BOCCE

Savin Rock, West Haven

Traveling southbound from New Haven on I-95 take exit 42 – Sawmill Road. Take a right off the exit ramp. Continue straight at your 8th traffic light take a left onto Captain Thomas Blvd. Take your next right onto Oak Street. Savin Rock is straight ahead.

Traveling northbound on I-95 take exit 42—Sawmill Road. Take a right off the exit ramp (Route 162 East). Continue straight at your 6th traffic light take a left onto Captain Thomas Blvd. Take your next right onto Oak Street. Savin Rock is straight ahead.

GOLF

Sleeping Giant Golf Course, 3931 Whitney Avenue, Hamden, CT 06514

From I-91 North or South, take exit 10 (Rt. 40) in Hamden. Once on Rt. 40, travel to the end. Turn right off the exit onto Rt. 10. Quinnipiac University will be approximately 1.5 miles down on Mt. Carmel Ave. on the right. This is where everyone is to park. Sleeping Giant will be an additional 1.5 miles down Rt. 10 on the right.

Traveling Rt. 15 North or South, take Whitney Avenue Exit towards Hamden. Follow Whitney Avenue (Rt. 10) to Mt. Carmel Avenue. Turn right onto Mt. Carmel Avenue to the entrance of Quinnipiac University.

Traveling I-84 East or West, take the exit for Rt. 691 in Meriden. Take Exit for Rt. 10 off of Rt. 691 in Cheshire. Follow Rt. 10 South. Sleeping Giant Country Club is located next to Aunt Chilada's Mexican restaurant on the left-hand side. Continue past the golf course and restaurant for an additional 1.5 miles to Mt. Carmel Avenue. Turn left onto Mt. Carmel Avenue and proceed to the main entrance of Quinnipiac University for parking and shuttle bus service.

From I-95 North or South, get onto I-91 North in New Haven. Take Exit 10 (Rt. 40) in Hamden and follow as above.

GOLF CROQUET

Ocean House, 1 Bluff Avenue, Westerly, Rhode Island 02891

Take Route I-95 North to Exit 92 (North Stonington/Pawcatuck exit). Turn right onto Liberty Street and merge onto Route 78 East towards beaches. Go straight through intersection onto Airport Road and remain straight through stop sign. At end of Airport Road take a left onto Watch Hill Road toward Ocean House. Drive about two miles and then take a left onto Westerly Road. Follow Westerly Road until you see the Ocean House on your left. Take a slight left onto Bluff Avenue and the front drive of the Ocean House.

Directions to Venues - 2010 Fall Sports Festival

SOFTBALL

I. Connecticut Sportsplex, 150 Foxon Road, North Branford, CT 06471

From New York take I-95N to I-91N (in New Haven). Take Exit 8 off of I-91. Bear right off the exit to Route 80 East. Go about 4 - 5 miles. Directly before the Getty gas station on your left hand side, across from Walt's Auto, take a left into the

From the New Haven area take I-91N. Take Exit 8 off of I-91. Bear right off the exit to Route 80 East. Go about 4 - 5 miles. Directly before the Getty gas station on your left hand side, across from Walt's Auto, take a left into the Connecticut Sportsplex driveway.

From Hartford take I-91S. Take Exit 8. Take a left at the light, which will put you on Route 80 East. Follow Route 80 for about 5 miles. Directly before the Getty gas station on your left hand side, across from Walt's Auto, take a left into the Connecticut Sportsplex driveway.

From New London Area take I-95S. Take Exit 56 and continue to light. At the light take a left. At the next light take a right onto Leetes Island Road. Go straight through two lights onto School Ground Road (the Chowder Pot Restaurant will be on your right) . Follow School Ground Road until you come to a stop sign. At the stop sign take a right onto Route 139. Follow Route 139 until you come to Route 80. Take a left onto Route 80 West. Follow Route 80 West for 2.5 miles. The driveway for the Connecticut Sportsplex will be on your right hand side, directly after the Getty gas station.

II. Kennedy Memorial Field, The Pit, Maple Street, East Haven, CT

I-91N Take Exit 8 off of I-91. Bear right off the exit to Route 80 East. Go about 4 miles, (**you will see bright orange detour, Maple Street signs**) take a right onto River Road, then a right onto Glenmoor, quick left onto Warwick, at the stop sign turn left follow to the end, turn right. Entrance to the park will be on the right-hand side.

I-91S Take Exit 8. Take a left at the light, which will put you on Route 80 East. Follow Route 80 for about 4 miles, , (**you will see bright orange detour, Maple Street signs**) take a right onto River Road, then a right onto Glenmoor, quick left onto Warwick, at the stop sign turn left follow to the end, turn right. Entrance to the park will be on the right-hand side.

I-95S. Take Exit 56 and continue to light. At the light take a left. At the next light take a right onto Leetes Island Road. Go straight through two lights onto School Ground Road (the Chowder Pot Restaurant will be on your right) . Follow School Ground Road until you come to a stop sign. At the stop sign take a right onto Route 139. Follow Route 139 until you come to Route 80. Take a left onto Route 80 West. Follow Route 80 West for 3.5 miles. , (**you will see bright orange detour, Maple Street signs**) take a left onto River Road, then a right onto Glenmoor, quick left onto Warwick, at the stop sign turn left follow to the end, turn right. Entrance to the park will be on the right-hand side.

SAILING

Stonington Harbor Yacht Club Sailing Foundation, Inc.,

32 Water Street, Stonington, CT 06378 (parking)

Stonington Harbor Yacht Club Sailing Foundation, Inc. Sailing Center

70 Water Street, Stonington, CT 06378

From I-95

Take Exit 91 from I-95 and turn South toward the ocean. Proceed approximately .3 mile and turn left on North Main Street (sign on left says Route 1). Proceed 1.6 miles to stop light and cross US Rte. 1 to first stop sign, .7 mile. Turn left at stop sign for 200 yards; then right at next stop sign. Proceed over bridge and go straight onto Water Street which curves to the left. Continue for about 6/10 of a mile to Cannon Square. Parking is available in the lot to your right or on the streets of Stonington.

Zoomerang Survey and Website

Zoomerang Survey

Please be sure to watch for the October 2010 issue of the Special Olympics Connecticut e-newsletter so that you can participate in the Zoomerang Survey after the games. Your feedback is very valuable for future planning.



Website and E-newsletter

Please visit our website www.soct.org for more information about Special Olympics Connecticut and to sign-up for our monthly e-newsletter!

Protest Procedures

Under no circumstances should a coach disrupt competition to file an appeal or protest. If a coach wishes to file a protest, follow these procedures:

Note: Protests can only be made by coaches. Family, friends or athlete escorts cannot file a protest.

Refer to your Special Olympics Sports Rules Book and National Governing Body Rules Book.

If a coach wishes to continue with the protest, complete the Protest Form (on next page) and submit it to the scorer's table no more than 30 minutes after the conclusion of the event being protested. The Sports Rules Committee will review the protest and render a decision within 24 hours.

For Softball, notify the umpire of your protest and have it noted in the score book.

Judgement calls cannot be protested.

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