

# Savage Parks & Recreation Department

## 2024 Bocce Ball League Rules

Revised: 2 – 1 – 24

### GAME OVERVIEW

The game of Bocce will be played with eight large bocce balls and one small target ball called the "pallino." The object of the game is to roll the bocce ball closest to the pallino. You can play with 2 or 4 players on a team (not including subs). A team may have a maximum of 6 players or a minimum of 2 players. Anyone 18 years of age or older may play on a team. They must be 18 years of age before the first game.

### TEAM ROSTER

An official roster must be turned in at the time of registration. Up to six people may be listed on the official roster.

Teams are allowed to recruit additional players that are not listed on the official roster as needed to make a full team during the regular season without having to get approval from the League Director or the other teams. These new team members do not need to be added to the roster. No original rostered players are needed to fill the spots on the team in order to make a full team during league play.

Tournament play - At least one original team member that is listed on your roster must be present in order to have a legal team. If no original team members are present, that team will have to forfeit their games.

If you are playing a team with only two people, you are allowed to play with two people as well.

If you are playing a team with 2-3 players, you are allowed to play with 2-3 players as well. The person tossing for the 4<sup>th</sup> person MUST rotate after each "end" therefore one person is not allowed to have 2 attempts the entire game.

### DISPUTES

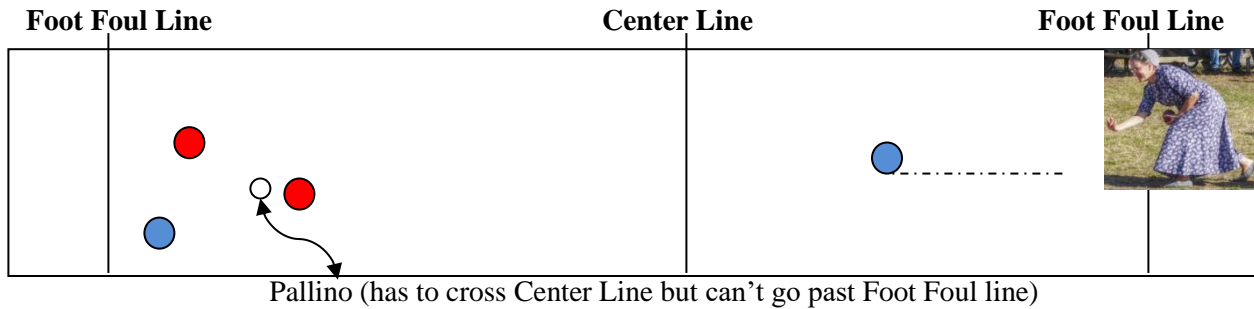
The teams playing will referee their own game. The team captains shall decide any dispute. If the two captains cannot agree on the ruling, it will be a "redo" and the same player will re-throw the bocce.

### START OF MATCH

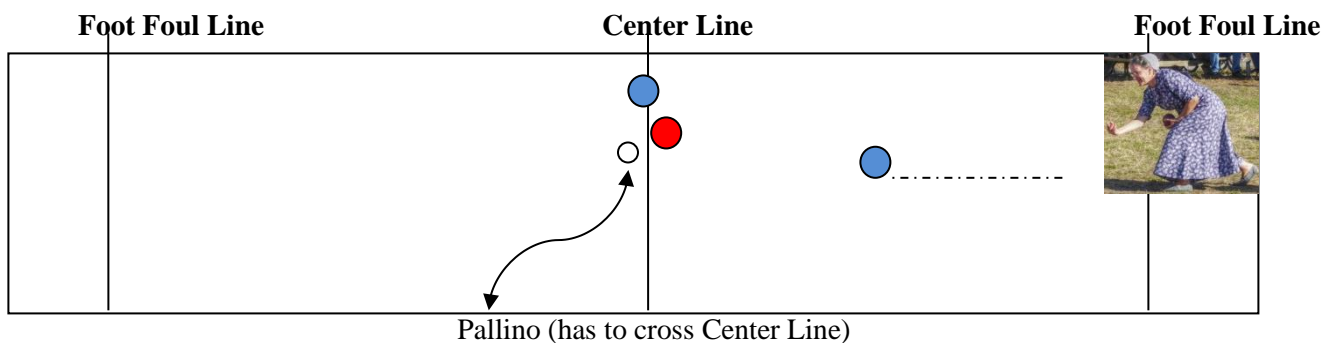
All team members are stationed on the same end of the court each time they toss their bocce ball. A line up must be determined before the first ball is thrown. **Once the line-up is confirmed, you must stay in that order the entire game.** Any member of your team can start the game by tossing the pallino into play (it does not matter if they are the first person in the line-up or the last person in the line-up). Once the pallino is in play your first person in the line-up tosses their bocce ball. After each round, teams move to the other side. The members that are not tossing the bocce will be used as spotters and score keepers. **A game consists of 10 points, first team to 10 wins.** 1 match = 2 games. You will play 2 matches a night.

Each team will play double-header matches (which means, your team will play 2 matches = 4 games total against two different teams). **The "Home" team will be determined by a coin flip.** The "Home" team will have the option of either toss the pallino, or choose the color of the balls. A player must toss the pallino between the Center Line and the Foot Foul Line of the court (indicated below). If Team A fails to toss the pallino past the centerline, the opposing team (Team B) will toss the pallino and put it in play. If Team B fails to toss the pallino past the centerline, the pallino reverts to the original team (Team A). In

any case, when the pallino has been properly put into play, the team that was able to get the pallino in play is the team that tosses their bocce balls first.



If the Pallino is tossed and crosses the center line by only a few inches, the bocce balls DO NOT need to cross the center line to count towards points (see example below).



In the example above, the red ball currently is the closest ball to the Pallino even though it did not cross the center line.

## PLAYING THE GAME

Before the match begins, your team must create a line-up. The line-up is the order in which your team will toss the bocce. Once the order is confirmed, this will be the order the team must toss each bocce for the remainder of the game. **Stay in order.** The "Home" team is determined by a coin flip.

The team whose bocce balls are closest to the pallino is called "inside" and the opposing team "outside." Whenever a team gets inside, it steps aside and lets the outside team roll. The team outside throws until it beats (not ties) the opposing ball. This continues until both teams have used all their bocce balls. The team, who scored last, throws the pallino to begin the next frame.

The pallino can be tossed by any member of the team. There does not need to be a rotation and/or the same member can toss the pallino if they so choose.

If the pallino or a bocce ball is hit by another ball which causes the ball hit to roll and hit the back board, that ball is still "live". If the pallino and/or a bocce ball hit the back board on its original toss, it is considered dead and can be removed or re-tossed if it was the pallino.

If the pallino is hit so hard that it leaves the playing area (ex. outside of the boarded area) the other team will receive 1 point and that round is over.

The **HOME team will be responsible for keeping the score card.** Once the game has been completed, both managers must sign the score card.

After each game, players may exchange ends, switch their order, and make substitutions as needed. The team that won the previous game will toss the pallino to start the next game.

If any ball makes contact with the side board(s), it is still live.

## **FOOT FOULS**

The player must not step on or over the foul line upon or when releasing the pallino or bocce ball. All balls or pallino moved by a foot foul shot will be returned to their original position. The player who made the foul shot will re-throw the pallino or bocce ball.

## **SCORING**

Only the "inside" team scores. One point is given for each ball of the inside team that is closer than any ball of the opposing team. First team to 10 wins. If you are unable to complete your second game within the 1-hour time limit, the team that is ahead will be declared the winner regardless of the score. If the score is tied, the game will end in a tie.

Teams will receive 2 pts for a win, 1 pt for a tie and 0 pts for a loss. Standing will be based off of these results.

Team representatives of each team are responsible for keeping the score board up-to-date and for reporting the results of the matches on the score sheet (located in the warming house).

**Please leave the score sheets in the warming house after your final game.**

## **MEASUREMENTS**

All measurements are made from the inside dimension of the bocce ball to the inside dimension of the pallino. Only the captain, or designated representative from each team, may be present for measurements.

In the event all of the bocce balls have been thrown and each team has a ball that is exactly the same distance from the pallino, neither team will receive a point because no one team is closer to the pallino. Therefore, no points will be awarded for that turn.

## **STARTING TIME AND PLAYERS**

Matches begin at 6:15 and 7:15 p.m. **A team that is not present within 5 minutes after the starting time forfeits 1 game (2 games = 1 match), if not present by the half way point forfeits both games.** The team that wins by forfeit shall be awarded 2 points per game (if both are forfeits, they will receive 4 points).

It is **VERY IMPORTANT THAT YOU MOVE THE GAMES A LONG** in order to get your games in on time and to keep the other teams games on time.

A player arriving at the court after the pallino is thrown is not allowed to enter the game unless the opposing team approves it. Otherwise, they must wait until the next game to enter. Players may not be substituted or, players enter into play once the game has started.

When teams arrive with insufficient team members to start play, they may ask to borrow, or use persons not registered as members of their team to field a team. If a team fields less than two players, the game is considered a forfeit.

Only the participating player should be on the court before the ball is thrown, and while the game is in progress. Player shall stand behind the foul line when balls are being thrown. Spectators are not allowed on the courts at any time during regulation play.

## **STANDINGS**

Teams will receive 2 points for a win, 1 point for a tie and 0 points for a loss. The team with the most points at the end of the season will win 1<sup>st</sup> place. If a team wins by forfeit, they will receive 2 points for each game.

Standings – tie breakers will be decided by:

Cumulative points earned for wins.

If tied, head-to-head record.

If still tied, offer for a single game match up to 20 points within a few days  
If still tied, offer to split 1<sup>st</sup> & 2<sup>nd</sup> places winnings, flip a coin for 1<sup>st</sup> seed and 2<sup>nd</sup> seed in tourney  
If still tied, a coin flip will determine places.

### **COURT MAINTENANCE**

Please respect our courts as they require an enormous amount of up keep. Each team must keep the fields clear from debris at all times. Please keep coolers, chairs, etc. in the grassy area. There are rakes and a drag in the warming house for you to use if needed.

### **WEATHER POLICY**

The decision to cancel a game will be made by 4:00 p.m. (if possible). **Call the Parks and Recreation Department's Information Line at 952-882-2688 for current information.** If there isn't a message on the recorder by 5:30 p.m. assume the games are on.

If the weather causes you to cancel the game before your time limit is up, write down the score on the score card and the game will be resumed at a later date from that point forward. Example: if the score was 5 to 4 you would continue the game starting at 5 to 4.

The League Director will make every effort to get the information on the Information Line as soon as possible. If severe weather develops, all patrons and staff should seek shelter immediately.

Storm Warning Sirens - Games are immediately suspended when the sirens sounds for dangerous weather.

### **MAKEUP GAMES**

Rainouts will be rescheduled on regular game nights when possible.

### **CLOSING UP**

**Each team will receive TWO keys (1 for the lights and 1 for the warming house) at Schroeder's Acres Park.**

The first team that arrives will be responsible for opening up the warming house. The last team to leave will be responsible for turning the lights off and locking the fuse box, and closing and locking the warming house doors.

### **TOURNAMENT**

At the end of the regular season, we will have a single-elimination tournament.

### **AWARDS**

The following awards will be given to the following teams:

1<sup>st</sup> Place League \$30, 2<sup>nd</sup> Place League \$20, 1<sup>st</sup> Place Tournament \$30, 2<sup>nd</sup> Place Tournament \$20