

MN Recreation Bocce Ball League

Courts

All matches will be played at the Bocce Courts located at Veterans Memorial Park, Lawrence Road in Broomall and Drexel Lodge Park (Train Museum), on West Chester Pike in Newtown Square.

Players

A team can have an unlimited number of players on its roster, but only players actually registered in the league and listed on a team's roster prior to participation may play in league games. All regular season and playoff matches shall consist of 4 players against 4 players unless one or both teams is shorthanded in which case a team can play with two or three players. When playing with 4 players, 2 players must stay at each end of the court for the entire game and each player will roll 2 balls per frame. If ever playing with only 2 players, both will roll 2 balls per frame from each end of the court, not 4 each from the same side. Additionally, when playing with three players, those players must alternate walking to the other end of the court to throw. In this scenario, Players #1 & #2 would throw from side A in the first frame, then one of those players would go to the other end (side B) to throw with player #3 in frame two. After that frame, player #3 would transfer back to side A to throw with the remaining player in frame three. The players would continue to alternate for the remaining frames. Players should never throw four balls in a frame from the same end of the court. A team can never play a game or match with only one player. If an injury reduces a team to one player during a game, that game will be forfeited.

- Teams must start each game with the number of players (4, 3 or 2) in attendance unless injury prevents them from doing so.
- Players cannot be substituted or added during a game, but changes can be made before the start of the next game.

Matches

Matches consist of 2 games played to 11 points each. A team will be awarded one point in the standings for each game they win.

The first team reaching 11 points is the winner of a game. All regular season matches will have a 60-minute time limit (if a frame has been started, it can exceed the time limit, but no frame shall be started after the time limit unless the game is tied). If a game is not complete when the time limit expires, the team leading at that time will be the winner of the game. If the game is tied when time expires, it will be played until the next point is scored and that team will be the winner of the game.

All completed games will count in the standings. Any rain-shortened games will start over from the beginning with a score of 0-0.

Start of Match

Bocce is played with eight large balls and one smaller target or object ball called a pallina. There are four balls per team, and they are made of a different color or pattern to distinguish the balls of one team from those of the other team.

A match begins with the flip of a coin. The team that wins the coin toss can choose to either have the first toss of the pallina or the color of the balls they will use. A player may toss the pallino any distance provided it passes the center line of the court and does not hit the back wall. If the player fails to toss the ball properly into play, a member of the opposing team will have an opportunity to toss the ball into play. If the opposing team fails to properly toss the pallina into play, the toss reverts to a member of the original team. In any case, when the pallino has been properly put in play, the first bocce ball will be thrown by the team who originally tossed the pallino.

Play the Game

The team who originally tosses the pallino, whether successfully or not, throws the first bocce ball. If the ball hits the backboard, that team must roll again until a ball is put into play. Otherwise, that player steps aside and the opposing team will then deliver their balls until one of its Bocce balls is closer to the pallino or has thrown all its balls. The "nearest ball" rule governs the sequence of thrown balls. The side whose ball is closest to the pallino 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. The other team throws until it gets its ball closer (not ties) to the pallino. This continues until both teams have thrown all their Bocce balls. After both teams have exhausted all their balls, a frame is over and points are awarded. The game resumes by teams throwing from the opposite end of the court. The team that was awarded points in the previous frame begins the next frame by tossing the pallino into play.

All balls must be thrown underhanded. 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 line. The foul line is used to deliver all balls down the court with the intent of getting a ball closer to the pallino, knocking the opponent's ball away from the pallino, or hitting the pallino so that it ends up closer to your team's ball.

A player should not step on or over the foul line before releasing any ball. If a player steps over the foul line, the player will receive one warning. For a player that commits a second foul line infraction, the team fouled against will be awarded points as they were immediately preceding the foul and the frame will end. The team committing the foul will be awarded no points for the frame. Or, the fouled against team may have the option of declining the penalty and completing the frame.

If a player ever throws one of their own balls out of turn (i.e., their team is "in" and the "out" team has balls remaining), that ball would be picked up and removed from play for that frame. If the ball strikes the pallino or another ball(s) in play, those balls would be returned to their original position and play would continue.

If a player ever throws the wrong color ball, that ball would be picked up, returned to its team, and play would continue with the correct color ball being thrown. The offending team would lose one of its own balls in that frame. If the ball strikes the pallino or another ball(s) in play, those balls would be returned to their original position.

If the pallino or another ball “in play” is accidentally (or intentionally) touched or removed from play before a frame is complete, the non-offending team will be awarded points as they were immediately preceding the foul or one point if they did not have any “in” balls. The frame will then start over with the throwing of the pallino (by the team who threw the pallina before the infraction occurred).

Dead Balls

Should a player’s ball make contact with the backboard the ball is considered a dead ball on impact and is immediately removed from play until the end of a frame.

- If a thrown ball after hitting the backboard strikes a stationary ball, that stationary ball shall be replaced to its original position. The thrown ball is removed from play.
- If the thrown ball comes to rest on the pallino or another ball that is touching the back wall, that thrown ball remains in play. The ball touching the back wall is removed from play. If the pallino is touching the back wall, it remains in play.

Scoring

At the end of each frame, points will be awarded. Only one team scores in a frame. One point is awarded for each ball that is closer to the pallina than the closest ball of the opposing team. In the event that the closest ball of each team is the same distance from the pallina, no points will be awarded and the pallina returns to the team that delivered it. Only balls which are distinguishably closer to the pallina than any of the opponent's balls are awarded points.

Measurements

All measurements should be made from the center of the pallino to the edge of a Bocce ball.

Court Etiquette

20 seconds between rolls (please keep the games moving keeping in mind to 60-minute time limit). Cursing of any kind will not be tolerated. There will be no excessive arguing or abuse permitted for any reason. Anyone involved in a verbal or physical confrontation may be suspended or expelled from the league.

League Notes

The league is scheduled to begin the Week of April 17 and continue through June. All teams will play eight regular season matches. Because of the odd number of teams (25) in the league, one team may receive a bye each week of the regular season. In addition, some teams (the Outsiders, Chase’s Aces, the High Rollers and the Rock N’ Rollers) will play two matches in a week.

Matches will be played weekday (Mon.-Thur.) evenings at 6:00pm and 7:00pm.

The first twelve (12) teams by points standing will qualify for the playoffs which will begin at the conclusion of the regular season. In addition, if two or more teams are tied for the final (12th place) playoff spot, those tied teams will qualify for the playoffs provided there wasn’t a

head-to-head sweep of games between the tied teams during the regular season. All Playoff matches will be best two out of three games won.

In the event of rain, an email will be sent at least one hour before the scheduled match time for that day indicating if matches have been postponed. Team representatives are also asked to alert their respective teams. We typically will not cancel a match if it hasn't yet begun raining and there is less than a 50% chance of precipitation. If it begins raining just before or during a match, please use sound judgment and know that we can usually reschedule. In some instances, we may ask the team representatives to make the call regarding a weather cancellation but would alert you ahead of time. Rainouts will be rescheduled as soon as possible.

League results, standings, announcements, information, etc. will be posted at www.mnrecreation.myrec.com under the Bocce League tab. A team representative is asked to report all results (final score of each game) to rehnow@mnsd.org within a day of each match.

Enjoy the League!

Rich Ehnou
Dir. of Recreation