

MN Recreation Bocce Ball League

Court

All matches will be played at the Bocce Court at Veterans Memorial Park, Lawrence Road in Broomall. The court was financed by the Broomall Rotary Club.

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 2 players can play against 4 players or 2 players can play against 2 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. Matches consist of 2 games to 11 points each. A team will be awarded one point in the standings for each game they win.

How to Play

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 game begins with the toss of a coin. The team that wins the coin toss can choose to either have first toss of the pallina or the color of the balls they will use. To start a game, the pallina is rolled or tossed by a member of the team having won the coin toss. The pallina must pass the center line of the court and come to a rest before crossing the opposing white line. If the player fails to toss the ball properly into play, a member of the opposing team will 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.

The player tossing the pallina must deliver the first ball. If the ball hits the backboard, that team must roll again until the first 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 pallina or has thrown all its balls. The "nearest ball" rule governs the sequence of thrown balls. The side whose ball is 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. The other team throws until it gets its ball closer (not ties) to the pallina. 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 pallina 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 pallina, knocking the opponent's ball away from the pallina, or hitting the pallina 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.

Any ball that makes contact with the backboard is considered a dead ball on impact and is removed immediately from play until the end of a frame. If a ball after hitting the backboard strikes a stationary ball, that stationary ball is replaced to its original position. If the pallina or another ball "in play" is accidentally (or intentionally) touched or removed from play before a frame is complete, the non-offending team shall receive one point in that game. The frame will then start over with the throwing of the pallina (by the team who threw the pallina before the infraction occurred). If a player ever throws the wrong color ball and it doesn't strike the pallina or another ball, that ball would be picked up and play would continue with the correct color ball being thrown. If the ball does strike the pallina or another ball, refer to rules above.

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

Games are played to 11 points with the first team reaching 11 points being 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). 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.

Court Etiquette

30 seconds between rolls (please keep the games moving keeping in mind the 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 22 and run through late June.

Matches will be played weekday evenings at 6:00pm and 7:00pm and Saturday mornings at 10am and 11am. Some Fridays may be used as well. Rain make-ups will be scheduled as soon as possible and will most likely take place on a Friday, Saturday or Sunday.

For scheduling purposes, the league will be broken into two divisions. Each division will consist of ten teams. All teams will play 7 regular season matches against teams in their division.

The first four teams by points standing in each division 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 (4th 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. A recorded message will also be left on our voicemail (610-353-2326). 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.

League results, announcements, information, etc. will be posted at www.mnrecreation.org under the Bocce League icon. A team representative is asked to report all results to rehnow@mnsd.org within 2 days of each match.

Enjoy the League!

Rich Ehnou
Dir. of Recreation