

# Northglenn Recreation Bocce League Rules



## Teams

- A team on the court has a maximum of 4 players (2 stationed at each end of the court) with each player throwing 2 balls. For teams with 2 players (1 stationed at each end of court) each player will throw 4 balls. Players are not allowed to switch ends during a game.
- A team without at least two players present at the scheduled game start time forfeits the game with zero points and the opponent is awarded 11 points. Exception: First game of day, a five-minute grace period is allowed.
- Teams who use substitute players must have those players added to their roster prior to playing. These players may not be on another roster. If the player is on multiple rosters, that player is ineligible.
- Northglenn staff reserves the right to remove players from gameplay if they are ineligible.
- Players must be 18+ years old to participate.
- All players must play a minimum of 2 games to be eligible for postseason play.

## Gameplay

- Determine which team starts by flipping a coin or by playing rock-paper-scissors. The team that wins starts the game and throws the pallino (the small ball) and the first bocce ball.
- Some teams will play 2 games per night. Double header different team. Some may play one.
- Each game will be to 16 points straight up.
- Teams will be allowed 45 minutes to complete each game.
- If the game is not completed by 1 hour time limit, team with the most points is declared winner as long as both teams have had equal number of throws.
- Only the player who is shooting is allowed on the court. No player may go up to the balls and instruct a team player how or where to throw the ball.
- No heckling while anyone is shooting.
- Foul lines shall be defined as between the foul markers on the board
- **PALLINO THROW**: The pallino is the first ball put into play and is thrown underhand from behind the pointing foul line. The pallino may be bounced off the sideboards.
- The pallino must end up across the center line and at least 6 inches away from the sideboards or backboard without hitting the backboard. If a thrower fails to do this, the throw goes to the other team. If the throw from the second teams fails to place the pallino into play the pallino is placed approximately in the center of the hitting foul line at the opposite end of the court in order to speed up play.
- Once pallino is in play, the pallino can be knocked anywhere on the court except back over the centerline, out of the court or against the back wall (frame ends, play resumes at opposite end, and same team throws the pallino).

- If playing the same team in the next game, players must switch ends between games, and the winning team throws the pallino to start next game.
- Each team should have two members stand at one end of the court and the other two members of the team at the opposite end. This allows there to be “judges” near the pallino, so teams know which bocce ball is closest. This also keeps games moving quickly.
- The pallino can be hit by a bocce ball during play. If the pallino rolls to the side boards, it is still live and in play. However, if the pallino hits the backboard, the play is dead (frame ends, play resumes at opposite end, and same team throws the pallino).
- When throwing the bocce ball, it must be released before the player steps completely over the foul line and the momentum of the throw may not carry the player beyond the center line. If the player fails to do this, it is a dead ball if no balls are hit. If balls were hit, one point is awarded for each opponent’s ball on the alley and play is resumed.
- Each throw must be made underhanded.
- The pallino is in play once it is past the center line and not past the far foul line and 6+ inches from the sideboard.
- If the pallino lands out of the designated area or hits the back wall, the opposing team throws it in play.
- If each team has tried to throw the pallino in play once, the first team may simply place it in play near the middle of the in-play area.
- The team whose bocce ball is closest to the pallino steps aside and lets the other team toss. This team continues to toss one bocce ball at a time until their team gets a bocce ball closer to the pallino than the opposing team. This procedure continues until all bocce balls are tossed.
- If a bocce ball hits the back board of the court, it is a dead ball and will be removed from the court.
- If a bocce ball is thrown out of turn and it doesn’t disturb any balls on the court, it is a dead ball, and that player misses their turn. If balls were hit, one point is awarded for each opponent’s ball on the alley and play is resumed.
- Volo shooting (lofting the ball in the air beyond the center line of the court) is not allowed.

***When you throw your Bocce balls the goal is to:***

- get your bocce balls closest to the pallino
- move the pallino closer to your balls
- move the opponent’s ball further from the pallino

## **Scoring**

- First team to 16 wins the game.
- One point per ball that is closer to the pallino than the other team’s closest ball is earned after all bocce balls are thrown. At the end of the frame, only the team closest to the pallino earns points. If a bocce ball is touching the pallino, the team is awarded 2 points plus any other balls that are closer than the other team’s balls.
- In the event of a tie, the frame is replayed. A team could earn up to 4 points based on placement of bocce balls.
- If distance from the pallino is hard to determine a winner, teams will use a tape measure to determine the winner.

- Frames are played alternately from one end of the court to the other. The team winning the frame begins the next frame.
- If a game is not completed when time expires, it will end with the current score as long as both teams finish their throws in the frame. If the game stops on time and the score is tied, both teams enter Sudden Death. The Sudden Death procedure is:
  - Each team gets only one bocce ball throw to win the game.
  - Each team selects one player to represent them.
  - The two chosen players flip a coin or play rock, paper and scissors.
  - The winner decides either to: Throw the pallino and then the first bocce ball or throw the second bocce ball.
  - The team whose ball is closest to the pallino wins the game.
- At the end of each game, teams need to write down scores using the provided scorecard.
- At the end of each match, the scorecard needs to be turned in to the Northglenn staff.

## Forfeits

- The team manager is responsible for notifying the sports coordinator by 4pm if unable to play a scheduled game. Please do so as soon as you know you will not be able to play to be courteous to the opposing team(s).
- The score of a forfeited game will be 11-0.
- If both teams have fewer than 2 players, a double forfeit occurs, each team will be credited with a loss, with the score being recorded as 0-0.

## Playoffs

- Playoff matches will be played best out of 3 to 16.
- Teams will be given 1 hour to complete their matches.
- If a game is not completed when time expires, the game will end with the current score (Championship game, there will not be a time limit).
- If time expires and the game is tied, sudden death rules will apply (Championship game excluded).

## Awards

- All teams in each division will advance to an end-of-season single-elimination tournament.
- Awards will be given to tournament winners (maximum 2).
- Tiebreakers in league play between 2 or more teams will be determined by the following:
  - Winning Percentage
  - Head-to-Head
  - Head-to-Head Differential
  - Total Points For
  - Total Points Against
  - Total Points Differential
  - Lowest Number of Forfeits
  - Coin Toss

## Inclement Weather Policy

- Check [TeamSideline.com/northglenn](http://TeamSideline.com/northglenn) for weather updates. We will make every effort to play games and reschedule only if necessary.

- In the event of cancellation, team managers will be notified via email or text from staff.
- Rainout/Makeup Policy: The city will reschedule as space is available. If teams are not available for the scheduled makeup, they will be forced to forfeit.

## **Ejections**

- If a player is ejected for the first time: Player cannot play the following week.
- If a player is ejected for the second time: Player is suspended from the league.
- Ejected players must leave the facility immediately. If staff deem an ejected player is intentionally taking too long to leave and delaying the resumption of gameplay, staff have the right to assess a penalty up to including calling the game and awarding the win to the opposing team. This is a judgment call by staff and is not subject to dispute.

## **Smoking and Alcohol**

- No smoking or vaping of any kind will be permitted.
- Any player who is caught smoking/vaping during league games will be ejected from the league.
- No alcohol is allowed.