

BOCCE

All participants must be at least 55 years of age by December 31 of the year of the Games.

AGE CATEGORIES / EVENTS:

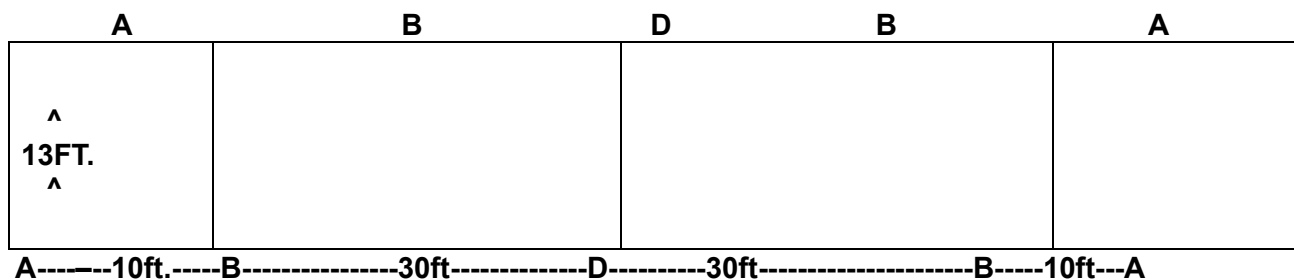
AGE	EVENTS	NUMBER OF PARTICIPANTS PER PROVINCE/TERRITORY
55+	Open Teams	8
70+	Open Teams	8
TOTAL NUMBER OF PARTICIPANTS PER PROVINCE/TERRITORY = 16		

RULES INFORMATION:

- Modified grass-court rules will apply.
- The game of Bocce is similar to lawn bowling and carpet bowling, with the object being to get as many bocce as possible closest to the pallino.
- Bocce will be played on grass courts, with lanes 80 feet in length by 13 feet in width.
- The Host may choose to offer 4 person or 2 person teams.
- FOUR PLAYER BOCCE. - Each team will consist of four players. The leads and seconds from both teams will each throw two balls from the same end of the court to constitute one end played. The next end the thirds and skips will each throw two balls from the opposite end of the court, constituting another end played. Play will continue to rotate in this manner until the game is completed.
- TWO PLAYER BOCCE. – Each team will consist of 2 players. The lead and skip of both teams will each throw two balls from the same end of the court to consist of an end played.
- After the first end, the team which wins the previous end throws out the pallino and throws the first ball.

1. THE BOCCE COURT:

The sport of Bocce will be played on a grass court. The ground should be level and firm and the grass cut short. For best results use lime to mark the court.



Line A corresponds with the total length of the lane. This includes a ten-foot throwing zone at each end. Line B represents the playing zone. All play takes place within lines B.

2. REGULATIONS:

- a) Players are not allowed beyond line "B" until all the bocce has been played. The referee is the only one allowed at the pallino end.
- b) The small ball (pallino) must cross the centre line "D".
- c) A coin is flipped to determine who throws first. The team winning the toss has the option of throwing first or last. The team, which throws first, has the choice of bocce.
- d) The team throwing the pallino has ONE attempt to place the pallino in the play area beyond the centre (line D). If this is not accomplished, the opposing team throws the pallino and the team, which threw the pallino first, throws the first ball. If the player from the second team also fails to place the pallino in the play area, the referee then centers the pallino at a point halfway between lines "B" and "D" at the opposite end. The team that first threw the pallino then throws the first ball.

3. THE GAMES AND THE TEAMS:

- a) The object of the game is to get one's own boccia as close as possible to the pallino.
- b) The boccia may be either rolled (raffa) or lofted (volo) down the lane. The boccia is rolled or lofted underhand only.
- c) Nearest Ball: The first player on team A rolls or lofts the pallino and then rolls or lofts one bocce. The first player on the opposing team (team B) then takes his/her turn. He/she must get his/her bocce closer to the pallino than team A's bocce. If he/she fails with his/her two bocce then the next member of team B

tries. If team B is unable to get closer to the pallino than team A, then the remaining members of team A play their bocce. If a player from team B succeeds in getting his/her bocce closer to the pallino than team A's bocce, team A begins to play again. The play shifts from one team to the other depending upon whose bocce are closest to the pallino.

- d) Each team has a skip – a player who has the right to address the referee with regard to the game and to ask him to verify the position of the played bocce.
- e) Each player is allowed one minute to deliver one boccia.
- f) Each team is allowed one, two-minute time out per game. This can be done only when a player from the team requesting the time out is about to play.
- g) The substitution of players can only take place between games.

4. SCORING:

- a) Both the 2 Player game and the 4 Player game will consist of ten ends. Total score declares the winner. A team achieving fifteen points prior to the completion of ten ends shall be declared the winner.
- b) When playing fours, the determination of the score for an end of play will be done by either the seconds or the thirds when the play is in their respective end of the court.
- c) Points are computed by assigning one point to each boccia closest to the pallino with respect to the opponent's bocce.

5. THE PLAY AT POINT (PUNTO):

- a) The play at point consists of throwing one's boccia as close as possible to the pallino. If the player's foot, steps on line B, his boccia is removed immediately.
- b) It is not permissible to play another boccia before the previous boccia comes to a stop.
- c) If two opposing bocce are equidistant from the pallino at the conclusion of an end, a blank end is declared.

6. THROWING OF THE BOCCE:

- a) During the game, it is not permissible for the players to go beyond the throwing line (B) until both teams have finished playing.

- b) A player cannot go beyond line B if he still has bocce not yet played.
- c) Any bocce or pallino that exit a lane during regular play are considered to be no longer valid.
- d) All bocce are valid as soon as they are delivered across the near B line. There is no hog line.
- e) At the start of an end, if the pallino lands closer than one foot to the sideline or the far end, the referee then centres the pallino in the centre of the playing surface (recommend that the Host pre-marks this spot at each end prior to the start of the competition).
- f) If a player throws out of turn, the non-offending team will have the option of letting the throw stand, or, after repositioning any displaced balls, have the offending team re-throw in the correct order.

7. DEFINITIONS:

PUNTOpoint

AT PUNTO.....in the attempt to get a point

RAFFA.....the roll (a form of delivery)

VOLO.....loft or fling

PALLINO.....small ball

BOCCIA.....large game ball

BOCCE.....plural of boccia

8. ADDITIONAL COMMENTS:

- a) If a pallino is knocked out of bounds, the team committing the error will be penalized two points. These two points will be awarded to the opposing team and the end will count as an end played.
- b) Thirds are responsible for the count at the completion of each end. No balls are allowed to be touched until opposing thirds agree to the score. If the thirds cannot agree, then the referee will make a decision.

9. COMPETITION FORMAT:

At the Canada 55+ Games, a complete round robin will be played.

A win will count two (2) points.

A tie will count one (1) point.

A loss will count zero (0).

10. FINAL STANDINGS AND TIES:

Final placement in the standings will be calculated by the total number of game points, wins and ties. If there is a tie for the total game points, the team that had the most wins is awarded the higher ranking. If teams are still tied, the winner of game in the round robin between the tied teams is awarded the higher ranking. If a tie still exists, then the team with the greatest overall point differential will be declared the winner.

