

Bocce

Rewrite November 2019

Refer to 55+ BC Games 'General Rules Book' for additional general rules that apply to all sports.

1. Age Categories:

Men 55+

Women 55 +

2. Events:

- a) Men's singles
- b) Women's singles
- c) Men's pairs
- d) Women's pairs
- e) Mixed pair

3. Participation:

- a) Eight Men or less from each zone
- b) Eight women or less from each zone
- c) In addition, a zone may also designate a male and female spare. The spare (if designated) must play at least one game.
- d) The zone may send a maximum of two teams to compete in each event. Each participant may participate in one or two events.

4. Competition:

- a) These rules are designed especially for Bocce played at the 55+ BC Games and do not necessarily follow international rules.
- b) The Host Society Sport Chair will post schedules, draws and results at the venue throughout the competition.
- c) If warranted the Host Society will divide the round robin into an 'A' and 'B' division. Each division will play a round robin and each division will have their own set of medals.
- d) Each participant or team will complete a round robin. The top four teams will go to the medal round. With the top two teams playing for Gold and Silver and the third and fourth place team competing for the Bronze.
- e) Each round robin game will have a time limit of 45 minutes.
- f) Medal round games will not have a time limit.
- g) Each game will go to 12 points. If 12 points are not reached by either team, in round robin play by the end of the 45-minute time limit, the end being played will be completed and the score recorded. The leading team will be declared a winner. In the event of a tie, the tie score will be recorded.
- h) Bocce participants must wear smooth, flat-soled shoes.
- i) A set of Bocce balls consists of eight large balls, half of which are of a different colour and a smaller jack, as well. Bocce balls must not be weighted and shall be 3 ¾ inches – 4 3/8 inches (9.5 – 11

- j) cm) in diameter and weight 850 grams to 1.2 kilograms. All Bocce balls will be provided by the Host Society and must be of the same size and weight. The jack may be coloured and shall be 1 3/8 inches (3.7 cm) diameter.
- k) Round robin play to begin on the Wednesday
- l) If a situation beyond anyone's control (rain, poor weather, etc.) causes the game to be interrupted (by more than ten minutes), the game will be cancelled and replayed by the same players from the beginning as soon as it can resume.
- m) Lateness Delays – following the first call to the courts, the participants have two minutes to arrive at the courtside ready to play. At the end of the two minutes, if any participant from either team is missing, a second call to the courts will be given and the absent participants have two additional minutes to arrive at courtside ready to play. If after the second call, a team is not ready to play, the opposing team receives one point for each five minutes, or portion of five minutes, that the team is late. The opponents win when they have accumulated six time delay points. If both teams are late, both are penalized.

5. Umpire:

- a) Umpires should establish criteria for throwing and clarify removal of ball before play starts.
- b) While every opportunity should be made to ensure that the rules are strictly followed, the decision of the lead umpire is final.

6. Scoring:

When both participants or teams have played all their balls, the participant or team scores one point for each of its balls that is nearer to the jack than the nearest of the opponents' balls.

Placement:

- a) Two points will be scored for a win and one point for a tie. (Zero points for a loss.)
- b) Final placement in the standings will be calculated by the total number of game points. (Wins and ties.)
 - 1) Where points are equal after total points for wins and ties are calculated, the next deciding factor will be the total number of points scored in the games played. The team with the highest total number of points scored in the games played shall be awarded the higher placing.
 - 2) Where points are still equal after the total "points for" are calculated, the total number of points scored against each team shall be the next deciding factor. The team with the lowest total number of points scored against them in the games played shall be awarded the higher placing.

7. Throwing the Jack:

- a) At the beginning of the game, the right of first throw of the jack and of the first ball is decided by lot (coin toss); thereafter, it belongs to the team that scored last. The jack is thrown from behind the foot line. A throw is valid when the jack comes to rest in the 5 m rectangle at the far end of the court: the jack's entire circumference must be within the lines. When the first throw fails, the same

team has the right to try again. After two attempts, the opposing team may place the jack in the 5 m rectangle (at least 50 cm from any line or sideboard).

b) The right to throw the first ball does not change.

c) **The jack will be moved 50 cm from either sideboard, on the first legal throw, before the end begins.**

8. Types of Shots:

a) A draw or straight forward bowl is a ball thrown from behind the throw line, from a standing position, to travel along the ground and stop as near as possible to the jack.

b) All “take out shots” must be declared to the umpire before being played.

c) Bersallio declaration is allowed when two balls are sitting less than six inches apart. The declared Bersallio ball and any ball within six inches of that ball are considered to be legal target when declared.

9. Position of Players:

a) When the jack is thrown, all other participants must stand behind the same foot line as the thrower. If a teammate is out of position, the throw is annulled.

b) During normal play, the thrower must stand behind the foot line. The teammate is free to watch from anywhere on the court.

c) Umpires must enforce this rule.

10. Throwing the Ball:

a) The team that threw the jack throws the first ball. The first opponent then throws (even if the first ball has gone out of play). If the opposing team uses all four balls and fails to get closer to the jack than the starting ball, the starting team rolls each of their remaining balls, trying to place them closer than the opponent’s closest ball. If the opposing team succeeds in placing one of their balls closer to the jack, the starting team must then roll again to attempt to get closer. Each team continues to roll until it beats the point of the opposite team. If they tie, the same player throws again, if it is still tied, the opponents alternate. It is permissible for a participant to roll their ball as to knock an opponent’s ball away from the jack or any balls closer, or move the jack away or towards another ball. However, if any ball is moved more than one meter, the advantage rule applies (see rule 14).

1) All “take out shots” must be declared to the umpire, before ball is thrown.

2) In all cases, if the ball has pushed the encountered object (ball or jack) more than one meter (1m), or the played ball rolls more than one meter after hitting an object, the advantage rule applies and the ball is annulled or left in place, at the discretion of the opposing team.

3) Bocce participants may go to the other end of the court to assess the situation, anytime they desire prior to making their shot without being penalized.

4) The round will be annulled when a thrown ball hits the jack and causes the jack to leave the court or when it moves back of the center line.

5) If a ball is played out of turn, the advantage rule applies, unless it was the umpire that caused the error.

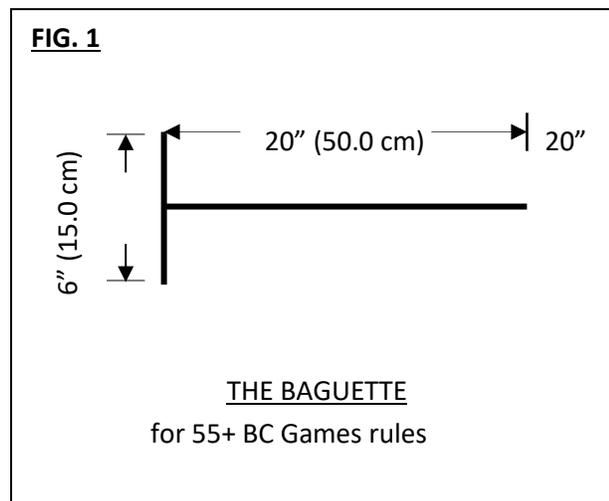
11. Aimed Throw:

- a) Any thrown ball hitting a sideboard or end board before hitting another ball or jack shall be removed and any balls hit after will be repositioned.

12. Marking Objects:

- a) The position of the jack and all balls thrown must be marked so that it is possible to reposition every ball, if the played ball fouls.

See the diagram below:



13. Points:

A regular point is a ball or balls of the same colour closest to the jack which:

- 1) does not go out of play
- 2) does not run on more than 1m after displacing a ball or jack on the pitch
- 3) does not displace a ball or jack by more than 1m.

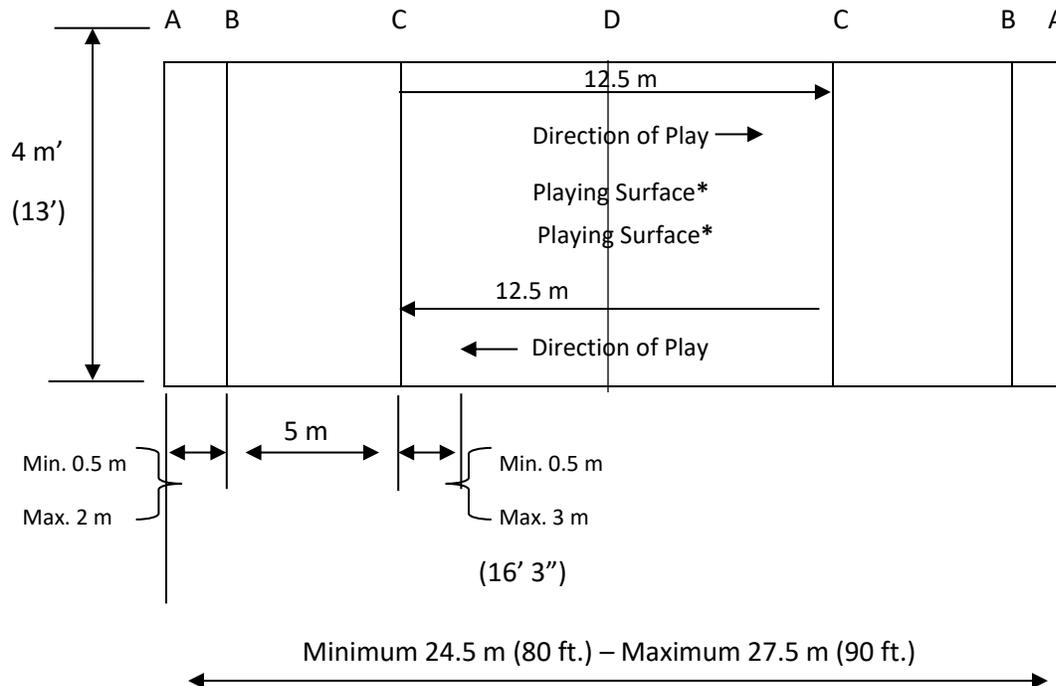
14. Advantage Rule:

- a) If during regular play a ball is played which rolls more than one meter, after hitting an object, or causes the hit object to roll more than one meter, it may be annulled at the discretion of the opposing team. After this ruling is determined. The opposing team may:
 - 1) accept the position of all objects, or
 - 2) have all objects repositioned back to their position, before the offending ball was played.

15. The Bocce Court:

- The sport of Bocce should be played on lanes as per the diagram below.
- Special reference will be given to Line B to Line C, which must be five meters.
- Line C to the opposite, Line C must be at least 12.5 meters.
- The center line will be the D line, and all played balls must cross (or be annulled) and if the jack returns over the D line, towards the players, as a result of being hit, or hitting an object, the end will be annulled and the players will begin the end again.
- Ideally, the court will be framed on the sides with 2 inch x 6 inch or 2 inch x 8 inch or 4 inch x 4 inch boards.
- The courts should be a mixture of sand and clay, which makes a hard, flat, level surface for play.

See the diagram below:



16 Medals

- Gold, Silver and Bronze medals will be awarded to the top three participants and teams in each event.
- In the case of an A and B round robin, medals will be awarded to both the A round robin finalists and the B round robin finalists, after the final four have competed in each class.

17. Zone Playdowns

- Zone playdowns will be held in each zone, prior to the beginning of the Games.



- b) The intention of the Games is participation, so consideration shall be made at the zone level to include as many participants as possible. If less than 8 women and/or 8 men are competing from a Zone, the Zone will determine which players may compete in two events.