

Rules and Guidelines

Lakeville Adult Athletics - Bocce Rules

Rosters & Eligibility

1. **Eligibility:** Participants may be any gender. All participants must be at least 18 years-of-age as of the start of the season.
2. **Roster:** Teams may have up to 6 players on a roster. A minimum of 2 people must be present to play. Players are only allowed to play on one team. Players may be added to your league roster at any point during the regular season. Managers are responsible for emailing the league director with roster changes and questions. Rosters will be frozen at the completion of the regular season.

Inclement Weather

1. **Weather line:** Call 952-985-4690 (option 2) one hour prior to your scheduled game start time to verify whether games are on as scheduled. Check the weather line frequently if weather is questionable. It will be updated immediately if games are cancelled.
2. **Twitter:** We will post game cancelations on Twitter [@LakevilleParks](https://twitter.com/LakevilleParks).

Late Arrivals and Forfeits

1. **Player limit to play:** A team must have two players to start a game; no team shall start with less than two players. Players can only play on one team.
2. **Grace period:** A five-minute grace period is allowed for the first game only.
3. **Forfeits:** The team manager is responsible for notifying their opponents as well as League Directors 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).

RULES:

Starting Play/Throwing the Pallino

1. **Determine which team starts** by flipping a coin or play rock-paper-scissors. The team that wins, starts and throws the pallino.
2. **Half of the team should stand at one end of the court** and the other half 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.
3. **Throwing the pallino (small ball) into play** is done by the team that won the coin toss.
 - a. "In play" is past the center line and not further than the four-foot line, and 6+ inches from the sideboard.
 - b. If the pallino lands out of the designated area or hits the back wall, the opposing team throws it in play.
 - i. If each team has tried to throw the pallino in play twice, the first team may simply place it in play near the middle of the in-play area.
4. **The pallino can be hit by a bocce ball during play.** If the pallino rolls to the boards, it is still live and in play. However, if the pallino is hit so hard with a bocce ball that it bounces out of the court the other team receives one point and that frame is over.

Throwing Bocce Balls

5. **When you throw your Bocce Balls you try to** (A) get your bocce balls closest to the pallino, (B) move the pallino closer to your balls, (C) move the opponent's ball further from the pallino.
6. **Teams must stay in the same order** when tossing bocce balls. Tossing order can be switched only at the beginning of a new game.
 - a. A team member arriving late may be inserted into the order upon their arrival and must stay in that order for the remainder of the game.

7. The team who throws the pallino first gets first shot to toss a bocce ball (the bigger balls). Next, the other team tosses a bocce ball.
8. **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.
9. **Frames** are played alternately from one end of the court to the other. The team winning the frame begins the next frame.
10. **If a bocce ball**
 - a. lands outside the court it is a dead ball
 - b. rolls past the end line it is still in play and counts towards scoring.
11. **Foul lines**-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.
12. **Courtesy rules**
 - a. No heckling while anyone is shooting.
 - b. One-minute time limit per shot.
 - c. Only the player who is shooting is allowed on the court.
 - d. 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.

Scoring

1. **One point per ball that is closest to the pallino** is earned after all bocce balls are thrown. At the end of the frame, only the team closest to the pallino earns points.
 - a. In the event of a dead tie, the frame is replayed.
 - b. If distance from the pallino is hard to determine a winner, teams will use a tape measure to determine the winner. Teams are responsible for bringing their own tape measure.
2. **First team to 12 wins the game.** If you are unable to complete your last game during the allotted time, the team ahead will be declared the winner regardless of the score. If the score is tied, one additional frame will be quickly played to determine a winner.

League Format

1. **Match length:** Matches consist of three games to 12 regardless of if a winner is already determined after 2 games. If there are time constraints during the third game, teams will play until they have reached the time limit, finishing the last frame. Whichever team is ahead at the end of that frame will be declared the winner of that game.
2. **Time limit:** There will be a 60-minute time limit per match. It is suggested that players set an alarm warning for 55 minutes, so they know the match is almost over. If there is no match scheduled after your match, teams may decide beforehand if the official game will end at 60 minutes or if they choose to play the match regardless of time. Both teams must agree before play begins. If an agreement is not made, the official match will end at 60 minutes. The time limit begins from the scheduled match time. Any games not started will not be scored. For example, if you only had time to play two games nothing would be scored for the third game.
3. **Reporting scores:**
 - a. Teams should report scores to league director immediately following the games. [CLICK HERE TO REPORT SCORES](#) or scan the QR code. Both the winning and losing teams should report scores. If you have difficulties, feel free to email them to krobinson@lakevillemn.gov and include the date, league, team name and number of games won/lost. Example: June 7-Bocce League, Ball Lobbers won 2 games and lost 1 against the Old Duffers.



Scan to report
Bocce scores.

Standings & Awards

1. Playoff seeding is determined after the last regular season game. Teams will be seeded based on their final standings.
 - a. Number of matches won.
 - b. Tie breakers for final standings, in order used: head-to-head record; point differential from head-to-head games; overall point differential; a coin flip.
2. **League awards:** Regular season and playoff champions will both receive an award of \$5 per team in the league.
3. **Playoffs:** Playoffs will begin the week following the last regularly scheduled game and will be completed in one or two evenings, depending on number of teams. The higher regular-season seed will start each match-up. More details on the playoff format will be communicated at a later time.

Equipment and Court Maintenance

1. **Bocce balls are provided by Lakeville Parks & Recreation.** To keep league fees low, please ensure equipment is stored properly, including all balls. Please use only Parks & Recreation balls, do not use Heritage Center balls.
2. **Keep courts debris free.** There is a rake in the box if needed.

Weather Policy

1. **Cancelations will be announced 60 minutes prior to scheduled game time.** determine playoff seeds and are based on:
 - a. Hotline: 952-985-4690, option #2
 - b. Follow us on Twitter [@LakevilleParks](https://twitter.com/LakevilleParks)
2. **Cancelation during play** are determined by team managers. If the weather causes you to cancel, write your scores down so that the game can be resumed from the same point it left off. If you are in the middle of a frame it will be played over from the beginning. Please inform the League Director if you cancel games. If the first game is canceled and you can't get ahold of the League Director, please call the teams playing the late game so they don't come in.

League Director(s) reserve the right to change or add rules at any time to maintain a fair and enjoyable league for all.