IM Sports – BOCCE Rules

TEAM: A team consists of 4 players on the court, but you may play with 3, 2 or 1 as needed. Rosters up to 8 players.
NEW: Players MUST join your roster on imleagues.com before 4pm of game day. Rosters are pre-printed on the score sheets. You can no longer add players at the game. No New Players in the playoffs: all must play one night during the regular season to be eligible for playoffs.

PSU ID+CARDS: Participants must show their current PSU ID+Card at every match to verify eligibility.

COURT: approx. 45’x9’ grass courts adapting parking lines

EQUIPMENT:
1 JACK (yellow target ball)
8 BOCCE (4 red & 4 green)

THE GAME: The object of Bocce is to get as many of your teams Bocce closer to the Jack than your opponent’s Bocce. A team is awarded 1-point per Bocce that is closer than opponents closest Bocce.

THE BASICS: A coin toss or rock/paper/scissors determines choice of starting the 1st frame or Bocce color. A match is a series of frames until a team reaches 21 points (win by 1). Two players from each team will play as pairs on both end of the court. Throws are alternated between teammates during a frame. Frames will alternate ends of the court. If playing with 3 players, they rotate pairs on each end. If 2 players, both play on both ends. If 1 player, play both ends - all throws. Any late arriving player(s) may join a match in progress at the start of the next frame. The players not throwing in the current frame will determine the “IN” Bocce, if any measurements are needed and scoring at the end of the frame.

THROWS: All throws, including the Jack, are underhand from one end to the other. A ball on or within the lines of the box is in play. A Bocce that lands short MUST be removed from play. Throws are made while facing the court & you must also stay in play at least one of your feet.

PLAY: To start every frame: ANNOUNCE THE SCORE. It is easy to lose track during play!
• Team A throws the Jack to the opposite end. It must land in play. The same player then throws 1 Bocce, trying to get as close to the Jack as possible. It must also land in play. This establishes the “IN” Bocce.
  o If Team A’s initial Jack throw is out of play, Team B will re-throw the Jack. This continues until there is a Jack in play. Note: the team with the initial Jack throw will always retains the first Bocce throw.
  o If Team A’s first Bocce is not in play, player 2 Team A will throw another Bocce; alternating throws until they have a legal “IN” Bocce. If a Bocce lands short of the front line – remove it from play.
  • Team B then throws, attempting to get closer to the Jack and becoming the “IN” Bocce. If Team B is not “IN”, player 2 of Team B will throw. Team B players will alternate throws until they are “IN” or until they have thrown all 4 Bocce.
  • Play rotates between teams based on which team is “IN”.
  • When one team has used all 4 Bocce the other team will throw all remaining Bocce.
  • If the Jack gets knocked out of play, play will continue, referencing only Bocce that remain in play. Any Bocce that lands out of play but in front of an out of bounds Jack must be removed.

MEASUREMENTS: should be made whenever needed to determine the “IN” Bocce and also for scoring at the end of a frame. There will be a roving official available to assist with rules and measurements as needed.

BOCCE STRATEGY: try to get close to the Jack; try to block access to the Jack; try to knock your opponent’s “IN” Bocce away; or try to knock the Jack away from the “IN” Bocce … to change the outcome of any frame.

SCORING: One point is scored for every Bocce that is closer to the Jack than your opponent’s closest Bocce. If both teams closest Bocce is equal distant from the Jack, no points are awarded and a new frame starts at the opposite end with the same team retaining the Jack throw. The scoring team always starts the next frame by throwing the Jack and a Bocce. A game is played with as many frames are needed until one team reaches 21 points (win by 1).

PLAYERS may compete for only 1 team. Once a person has played for a team, that is their team. Violation will result in the forfeiture of all matches involving an illegal player.

CONDUCT: This is a social tournament – Have Fun! The Yellow & Red card system will apply if needed – it shouldn’t! Any verbal abuse directed at an opponent or IM staff will be an automatic ejection of the player from the tournament.

QUESTIONS: Intramural Office, 101 Intramural Bldg., 8am-5pm (M-F), (814) 865-5401

Last Modified 8/30/16