

## Bocce

Districts are encouraged to follow the technical information and guidelines found within this manual at all times. When changes are necessary at the District level, participants who qualify for Ontario 55+ Summer Games must be made aware that the following rules will be in use at Ontario 55+ Summer Games.

### A) FORMAT OF PLAY – DOUBLES

Division	Age Category	Number of Participants
Open	55+	Two (2)

Any person not present at the scheduled commencement of play and throughout the competition are in default and are automatically disqualified from the competition. If there are extenuating circumstances, exceptions to this may be granted by the Event Convenor.

Competitors are obligated to complete the competition regardless of their record. If a competitor defaults part way through the competition, the results of that competitor will be removed from the standings. The organizers should have an extra team available to play as a “floater” team in case there is an uneven number of teams or in case a team defaults. This team’s results will not count in the final standings.

**If there are any questions about rulings, the OSGA Summer Games Technical Manual will be considered correct.**

### B) ELIGIBILITY

Event	Requirements
District Games	Any person 55+ living in Ontario
Ontario 55+ Summer Games (Provincial Championships)	Gold Medal Winners – District competition
<b>NOTE:</b> Previous Ontario 55+ Summer and Winter Games and Canada Games winners are still eligible to compete at the District and Ontario 55+ Summer Games level.	

### C) TOURNAMENT SET-UP

1. Play will be Round Robin format, followed by a playoff, if time permits..
2. **If possible, playoffs will consist of a Medal Round and a Consolation Round. The split will be determined by the number of teams participating. No more than 8 teams will qualify for the Medal Rounds.**
3. Games will have a 25 minute time limit. Ends in play when time is called will be completed. No new ends will be started.
4. The number of courts available and the number of teams entered will determine the number of points per game and the number of games per match so that the round robin and playoffs can be completed in the allotted time.

### Determining the Winners

1. In the Round Robin, the winning team in any game will be awarded **two (2)** tournament points. The losing team will receive **zero (0)**. In the case of a tie, **one (1)** tournament point will be awarded to both teams.
2. Placings in the Round Robin will determine seeding for the playoff format.
3. If at the conclusion of the Round Robin, there is a tie for placings, the following procedure will be used to break the tie:
  - a. Results of head to head games;
  - b. If necessary, the points scored for divided by the points scored against with the highest quotient winning;
  - c. If necessary, then an extra game of four (4) ends should be played between the teams that are tied.

### D) AWARDS

<b>Gold (2)</b>	One per team member
<b>Silver (2)</b>	One per team member
<b>Bronze (2)</b>	One per team member

### E) RULE SOURCE

The Bocce Standard Association rules will apply, with exceptions listed under “Tournament Set-Up” and “Bocce Rules Summary.”

#### Website s

[www.boccestandardsassociation.org](http://www.boccestandardsassociation.org) (see Standard Rules on menu)  
[www.bocce.ca](http://www.bocce.ca)

## F) EVENT REQUIREMENTS

### **Equipment**

1. A set of bocce balls consisting of eight large balls, which may be a composition of wood or metal and of equal size (half of which are of a different colour or pattern).
2. Smaller “object balls” (sometimes called a “pallino” or a “jack”), which must be a colour visibly distinct from both bocce ball colours.

### **Facilities**

1. The Bocce facility should have a minimum of 6-8 courts.
2. The court is an area approximately 12' (3.66 metres) wide by 60' (18.79 metres) long. Although this is the recommended court size, variations are acceptable provided foul lines and inbound markers are clearly established.
3. The playing surface should be reasonably flat and level and can consist of packed dirt, fine gravel or short grass. While some prefer to play on a manufactured court, a gravel driveway or backyard make acceptable playing surfaces providing there are no permanent or temporary obstructions in the court that would interfere with the straight-line delivery of a bocce from any direction.

## G) OFFICIALS

OSGA requires at minimum the following major officials for Ontario 55+ Summer Games:

For District Games, the following are only a suggestion. Participation numbers and availability of volunteers may result in fewer officials being required. Districts are encouraged to try to have the necessary officials to run the event successfully.

- A) One (1) Activity Convenor
- B) One (1) Referee per venue
- C) One (1) Master scorer

The host committee will ensure that all major officials have the required qualifications as specified by OSGA at least One (1) year prior to Ontario 55+ Summer Games. The host committee is also responsible for any other officials required to host this event.

## BOCCE RULES SUMMARY

### DEFINITIONS

Term	Definition
<b>Live Ball</b>	Any ball in play or waiting to be thrown is considered a live ball.
<b>Dead Ball</b>	Any ball that has been disqualified. A ball may be disqualified if: It is the result of a penalty; It has gone out of the court; It contacts a person, object that is out of court; It hits the top of the court boards (if using a closed court).
<b>Pallino</b>	Small object ball, sometimes called cue ball, jack, etc.
<b>Spock</b>	A throw, which is thrown with sufficient velocity that it would hit the backboard if it missed the target. The spock line may be used to determine a foul.
<b>Volo</b>	<b>The act of lofting the ball in the air attempting to hit the target. For SAFETY CONCERNS, Volo shooting will not be allowed.</b>
<b>Bank Shot</b>	A ball that is played off either the sideboards or backboard (if using a closed court). <b>This ball will be considered a “dead “ ball</b>
<b>Pointing</b>	A ball thrown or rolled to obtain a point close to pallino. The roll line must be used to determine a foul.
<b>Frame</b>	The period in the game in which balls are played from one side of the court to the other and points are awarded.
<b>In Ball</b>	The side whose bocce ball is closest to the pallino. Whenever a team gets “in” it steps aside and allows the “out” team to bowl.
<b>Out Ball</b>	The opposite side.

### THE GAME

1. The game is played with two teams; each team can have two players. Each player throws two balls. The toss of a coin determines which team will start. The starting team chooses which colour (pattern) ball they will play with. The first team member throws the pallino and then rolls his/her first ball as close to the pallino as possible. It is now up to the opposing team to roll a ball closer to the pallino than the starting team.
2. If the opposing team uses all four balls and fails to get closer to the pallino than the starting ball, the starting team rolls each of their remaining balls, trying to place them closer than the opponent's closest ball. The side whose bocce is the closest to the pallino is called the “in” ball and the opposing side the “out” ball. Whenever a team gets “in” it steps aside and allows the “out” team to bowl.

3. However, if the opposing team succeeds in placing one of their balls closer to the pallino, the starting team must then roll again to attempt to get closer or “better the point”. Each team continues to roll until it beats the point of the opposite team.
4. A team has the option of rolling, throwing, or bouncing its ball down the court provided it does not go out-of-bounds or the player does not violate the foul markers. A player also has the option of “spocking” or hitting out any ball in play in trying to obtain a point or decreasing the opposing team’s points.
5. While the object is to get close to the pallino, it is permissible for a player to roll his/her ball as to knock an opponent’s ball away from the pallino. Likewise, a player may knock or move the pallino toward his/her own team’s balls. The pallino is playable anywhere on the playing surface.

## FOULS

1. **Foul line fouls:** In both pointing and hitting, the foremost part of the specific foul line will not be surpassed by any part of the foot before the ball leaves the player’s hand. One official warning may be granted each team after which penalties will be prescribed.

The penalty for a team committing a 2<sup>nd</sup> foul line infraction will be as follows:

The team fouled against will be awarded points as they were immediately preceding the foul and the frame will end. The team committing the foul will be awarded no points for the frame.

Or the fouled against team may have the option of declining the penalty and completing the frame.

2. **Illegal movement of a ball belonging to your own team:**  
If a player moves one or more of his team’s balls, it or they are removed from the court and considered dead, and play continues.
3. **Illegal movement of an opponent’s ball:**  
If a player moves one or more of his opponent’s balls, those balls are removed and awarded one point each and play continues. Only one team is awarded points, so only the team fouled against can be awarded points.

## SCORING

1. When all balls have been played, this concludes the frame and a designated official under the scrutiny of the captain or designee of each team will determine the points scored. Scoring points are all those balls of one team closer to the pallino than the closest ball of the opposing team, which can be determined by viewing or by mechanical measurement. Thus, a team may score up to four points per frame. In the event that the two balls closest to the pallino belong to the opposing teams and are tied, NO points will be awarded and the pallino returns to the team that delivered it.
2. The team that scores in a frame starts the next frame by throwing out the pallino and playing their first ball.