



BC SENIORS GAMES SOCIETY

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Bocce

These rules are designed especially for Bocce played at the BC Seniors Games and do not necessarily follow international rules.

1. Age Categories: Men and Women 55 +

2. Events:

- (a) Men's Pairs
- (b) Women's Pairs
- (c) Mixed Pair (one man and one woman)
- (d) Men's Singles
- (e) Women's Singles

3. Participation:

- (a) Four Men from each Zone.*
- (b) Four Women from each Zone.*
- (c) In addition, one Man and one Woman may be nominated as a spare.
- (d) Two men for pairs; two women for pairs; one man and one woman for mixed pairs, one man and one woman for singles, for a total of eight people plus one man and one woman spare, if so desired. (Registered spares must play in one complete game.)

* If a Zone sends three men or three women, one man or one woman may compete in two events. If a Zone sends two men or two women, both may play in two events.

4. Competition:

- (a) Each player or team will play a complete Round Robin. The top four (4) players or teams will go to the medal round (i.e.: first and second play for Gold and Silver medals and third and fourth play for Bronze medal).
- (b) Each game will have a time limit of 45 minutes.
- (c) Each game will go to 12 points. If 12 points are not reached by either team by the 45-minute time limit, the end being played shall be completed. The team leading at that point will be declared a winner. In the event of a tie at the 45-minute time limit (and the completion of the end being played), a tie score shall be noted.
- (d) Bocce players must wear smooth, flat-soled shoes. (This rule will be enforced!)
- (e) 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 3/4" – 4 3/8" (9.5 – 11cm) in diameter and weigh 850 grams to 1.2 kg. The jack may be coloured and shall be 1 3/8" (3.7 cm) diameter.

(f) **General Rules:**

- (i) If a situation beyond anyone's control (rain, poor weather, etc.) causes a game to be interrupted, the game shall be cancelled. The game will be replayed with the same players from the beginning as soon as they can resume.
- (ii) Lateness Delays – following the first call to the court, the players have two minutes to arrive at courtside ready to play. At the end of two minutes, if any players from either team are still missing, a second call to the court will be given and absent players have an additional two 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) The umpire's decision is final.

6. **Scoring:**

When both players or teams have played all their balls, the player 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.)
 - i) 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.
 - ii) 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: 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). The right to throw the first ball does not change.

8. Types of Shots:

- (a) All "take out shots" must be declared (aerial and rolled shots).
- (b) Straight-forward bowl is a ball thrown from a standing position, to travel along the ground and stop as near as possible to the jack.
- (c) Aerial shot is a ball thrown from a run into the air in a parabolic arc and intended to displace another ball or target jack on landing. Target is designated before ball is thrown. The flight throw is valid only if the ball lands within a 50 cm radius of the designated object. A ball hit by the throw stays in play. In the case where other balls or the jack have been moved, everything stays as is (but Rule 13 still applies).
- (d) The line of the game is the same as the one you use to throw / hit the ball and without having the obligation to bring the ball out of other lines. However, the target has to be declared at all times, then ensure that the shoot / hit goes directly toward the jack or another ball. This rule applies to all shots - aerial and rolled shots.

9. Position of Players:

- (a) When the jack is thrown, all other players must stand behind the same foot line as the thrower. If a team mate is out of position, the throw is annulled.
- (b) During normal play, the thrower must stand behind the foot line. The team mate is free to watch from anywhere on the court.
- (c) Umpires must enforce this rule.

10. Throwing the Ball:

The team that threw the jack throws the first ball. The first opponent then throws. 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. It is permissible for a player to roll his/her ball as to knock an opponent's ball away from the jack or one of his own balls closer. A player may knock or move the jack toward his/her own team's balls. The jack is playable anywhere on the playing surface.

- (a) All "take out shots" (aerial or rolled shots) must be declared or designated before ball is thrown.
- (b) In all cases, if the ball has pushed the encountered object more than one meter (1m) away, the ball is annulled and the opponent preserves the advantage right to proceed. If the played ball pushes the encountered object and stops after one meter (1m) the ball stays where it stops and the opponent player has the privilege to follow the rule by putting the ball back or leave it where it stops (see Rule 13).
- (c) Bocce players may go to the end of the court (target area) to assess the situation anytime they desire prior to making their shot without being penalized.
- (d) The round will be annulled when a thrown ball hits the jack out of the court or when the jack is moved back past line D.

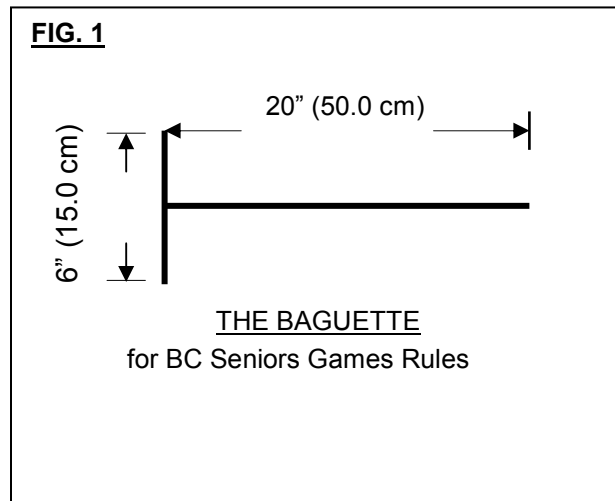
11. Aimed Throw:

- (a) Any thrown ball hitting a sideboard or end board before hitting another ball or jack shall be removed.

12. Marking Objects:

- (a) The position of the jack and all balls must be marked before each throw, using a baguette. The jack's position is marked by the team that threw it.

See the diagram below:



13. Points:

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

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

14. Advantage Rule:

If the regular point conditions are not fulfilled the opposing team may:

- (a) accept the position of all objects, or
(b) have all objects repositioned

In either case the fouling ball may be left in place, or annulled and removed from the pitch.

15. The Bocce Court:

- (a) The sport of Bocce should be played on lanes as per the diagram below. Line B to Line C must be 5 metres. Line C to the opposite of Line D must be 12.5 metres. The other dimensions will vary to suit the overall length of the lane.
(b) Ideally, the court should be framed on the sides and ends with a 2" x 6" or 2" x 8" boards.
(c) The ground should be a mixture of sand and clay, which makes a hard, flat, level surface.

This page illustrates the 0.50m Rule for Air Throws

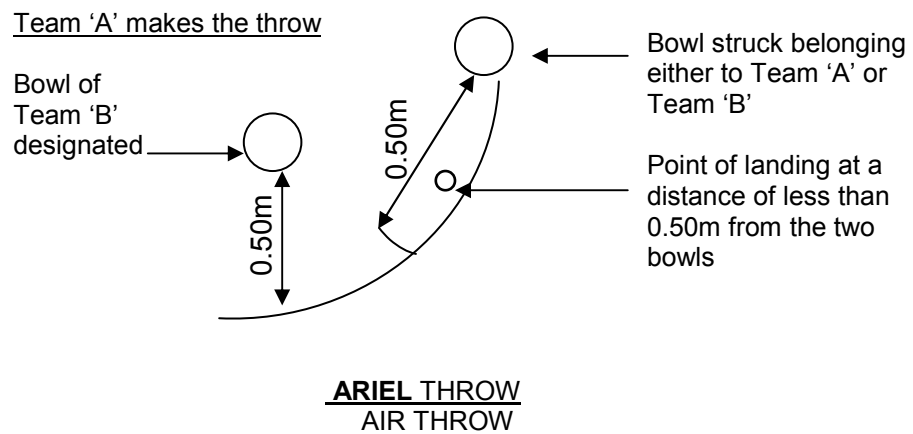
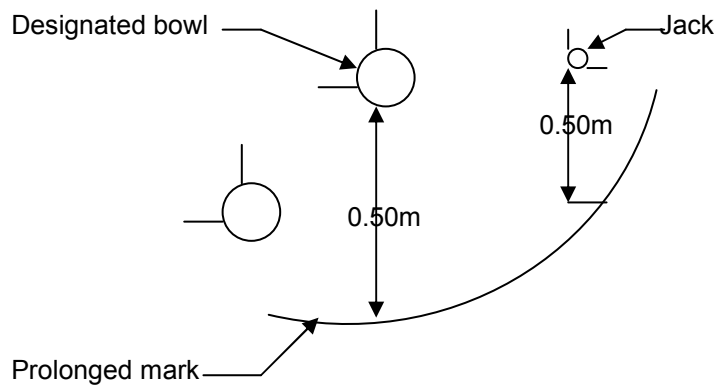
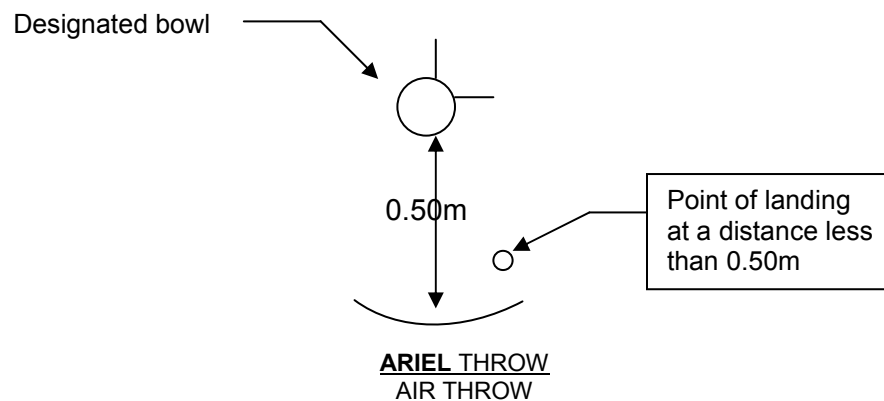
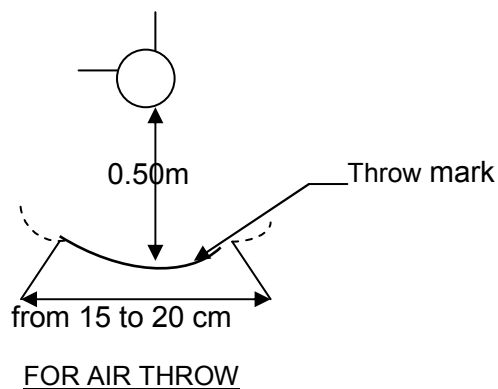
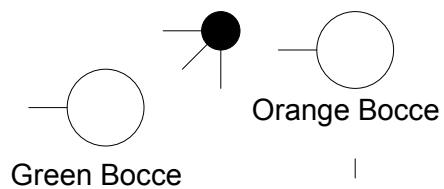
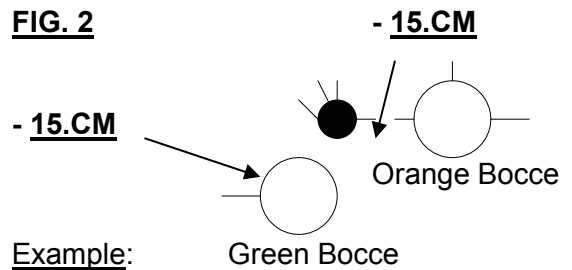


FIG. 1



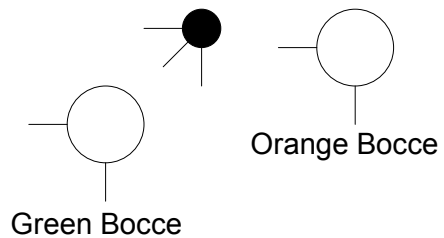
Example:
Rolling throw
Orange Bocce is good because it is within 15 cm of declared Jack.
Green Bocce is further from the Jack.

FIG. 2



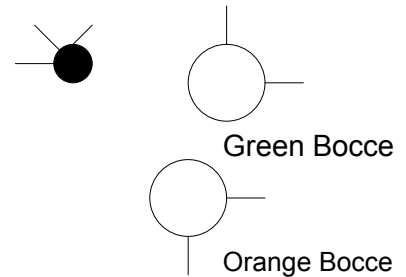
Example:
Rolling Throw
Jack was declared target.
Green and Orange Bocce are both good because Jack was declared and both Bocces are within 15 cm of the Jack.

FIG. 3



Example:
Rolling throw
If playing with the Green Bocce declare Orange Bocce as target. Both Bocces are good because they are within 15 cm of each other. Jack is not good in this example.

FIG. 4



Example:
Referee will mark the position of the Jack and each Bocce after each shot so that the Jack and Bocce can be put back in their exact position in case that they are knocked away by a bad shot.