



MESA REGAL BOCCE BALL CLUB
MEETING SCHEDULE 2010-2011

Any questions should be directed to Carole at 480-325-3262

Mon. Dec. 13/10 1:00 pm	Meeting for all members Regal Hall
Sun. Jan. 9/11 1:00 pm	Meeting for Captains Only Regal Hall
Week of Jan. 10/11	League play begins this week.
Sun. Feb. 6/11 1:00 pm	Meeting for all members Regal Hall
Sun. Feb. 27/11 1:00 pm	Meeting for all members Regal Hall
Sat. Mar. 12/11 4:00 pm	Annual Banquet & Awards Regal Hall

OFFICIAL BOCCE BALL LEAGUE RULES
as played by
MESA REGAL BOCCE BALL CLUB

*The intent of the Mesa Regal Bocce Ball Club is
for all residents and club members to enjoy this easy-to-play game.
Have fun playing Bocce Ball!!*

1. The game of bocce ball at Mesa Regal is played on a carpeted flat court that confines the area of play to an approximate width of 12 ft. and an approximate length of 70 ft.
2. Only soft soled shoes are permitted on the bocce ball courts. No food, drinks or smoking. WATER ONLY, is allowed in the court area. Bocce balls must be returned to the shed when not in use.
3. Any act which is deemed as poor sportsmanship, such as insulting language, gestures, actions, or words, may result in non-use of the courts.
4. Schedules for tournament play with other parks and special Bocce Ball Club activities will be posted in the bocce ball court area and at the main courtyard recreation area.
5. A team shall consist of four (4) players. A four player team will have two players at each end of the court.
6. The object of the game is for each team to get as many of their balls as close as possible to the smaller white ball (pallino). The balls may be rolled straight or deflected off either side wall.
7. Before the start of the game or frame, all bocce balls must be positioned in the designated spaces for balls to be played according to their color. Bocce balls must remain in their respective areas at all times until they are delivered in play. Players may not hold the bocce balls while awaiting their turn to play.
8. Eight balls (4 green and 4 red) are played in a game divided equally as to sides and players. Each team will deliver an equal number of balls. Four person teams will throw two balls each player per frame.
9. The toss of a coin by a team Captain determines which team will start the game. The winner of the coin toss may choose either to throw the pallino or select the color of the balls they will roll. The game starts with a team member throwing the pallino and then rolling his/her first ball. Note, that member may also hold one large ball when throwing the pallino.

10. **No players except the ball thrower are allowed on the court during each ball roll. Please do not distract the thrower when they are about to deliver the ball.**
11. **The team throwing first must place the pallino so that the pallino clears the centre court line, but no part of the pallino extends beyond the opposite foul (yellow) line. If this placement is not accomplished on the first try, the opposing team takes possession of the pallino.**
12. **When throwing either the pallino or a ball, a player must not step on or beyond the yellow foul line. Players committing a foul will have their ball declared illegal and removed from play for that frame. A foul when throwing the pallino will result in the opposing team gaining control of the pallino for the same frame. Please be lenient with beginners, give them a warning.**
13. **Lofting of bocce balls over the white loft line will result in the thrown ball being pulled from play for that frame. Players who require some loft during their throw should stand well behind the yellow foul line so as not to incur an illegal loft throw. Please try not to loft balls to help prevent denting the courts.**
14. **Any thrown ball that rolls to the back wall without hitting another ball is considered dead and must be removed from play. If a ball in play or the pallino is knocked or pushed into the back wall by a thrown ball, that ball or pallino remains in play.**
15. **The team that throws out the pallino must "establish the point". If their first ball hits the back wall and has to be removed, they must throw out another ball until a ball remains in play. After the first good bocce ball is played (establishing the point), the opposing team must play until it delivers a point ball closer to the pallino. Then, the first team must attempt to place a point ball closer to the pallino. Play continues until one team has delivered all its balls. The team having the point delivers its remaining balls to end the frame. The team with the closest ball to the pallino is awarded one point for each ball closer to the pallino than the closest opponent's ball. The team winning the frame throws out the pallino to start the next frame. Team Captains or a designated referee will mark the score after the completion of each frame.**

16. The game will proceed in the prescribed manner for whatever number of frames are necessary for one team to reach a goal of 15 points, or until the timer goes off. If any ball has been thrown before the timer goes off, that end of the court is allowed to finish throwing all their balls, then post the final score. If a tie exists at the end of this frame then another frame will be thrown (all four balls of each team) to determine the winner. If a tie still exists at this time then another frame is thrown and will continue to be done until a winner has been determined.
17. Team players must alternate throws during each frame. However, the same team player may start each frame with the pallino throw and continue the same throughout the game; although generally, teammates alternate throwing the pallino.
18. Any player throwing more than his/her allotted bocce balls in any one frame will forfeit the illegal ball, and displaced balls will be repositioned to their original location of play.
19. A player unintentionally throwing the wrong color ball will have it replaced with his/her ball wherever it comes to rest, without a penalty.
20. When opposing balls are judged to be equal distance from the pallino, neither scores, but the opposing team must continue to throw until they beat the first established point ball. The last player (or team) continues to throw until he/she beats the opponent ball. If a frame ends in a tie, no score is posted. The team scoring the last point starts the new frame.
21. Only one designated player from each team should be on the court during a measurement, with the exception of a designated non-player referee that is agreed upon by both teams. It is the Team Captain's or designated referee's role to call the point for each frame by measuring if necessary or by naked eye judgment, which can be challenged for measurement. We strongly suggest that if the balls look too close to call by a visual look, that you do measure. You do not want to find out after all the balls are thrown that you were wrong.
22. All measurements should be made by placing the measuring device over the pallino and extending the tape to the edge of the bocce ball that you are checking. The best way to measure is from the pallino to the large ball using the measuring device.
23. If a ball rolls the length of the court and rebounds from the back wall hitting and displacing the pallino or any other ball, that thrown ball is removed from play and the displaced pallino and/or other balls are to be re-positioned to their original positions.

24. At the end of each frame (or game) the winning team will gather up, separate, and position the bocce balls in preparation for play in the next frame (or game). It is wise to make sure that your score has been posted.
25. Scoreboards will be used to indicate the score. Team Captains and/or a designate are the only persons authorized to mark the score after each frame. During the game color paddles (red/green) may also be used at any time to indicate which team has the point during that frame.
26. Only Bocce Ball Club League members are eligible for league play or for substituting in league play. All players are required to pay dues. Each team is allowed a maximum of 2 (two) substitutes per league game. It does not matter if a female replaces a male or vice versa. Substitutes must also pay the \$5.00 membership fee in order to be eligible to sub.
27. No one living outside the park is allowed to play in league play.
28. All of the rules of play and the club regulations apply to the clubs' in-house tournaments.
29. Remove all debris from the courts before and after each game. Keep the spectator areas clean at all times by putting waste in proper receptacles.
30. Bocce Ball Club members are required to follow Mesa Regal Bocce Ball Club League Rules. Any player not complying with the club rules of play will be warned and could be refused participation in league or tournament play.
31. Forfeited Games – A game will be forfeited if all team members are not present and ready to play within 5 (five) minutes of league start time. If a team forfeits a game they will get zero (0) points for that game, the other team (opposition of team that forfeits) will get a seven (7) point spread for that game and will be awarded 1 point for winning.

These rules are intended to help make the game of Bocce Ball more understandable and are updated when new questions arise. Please try not to over-regulate the game.

Revised Jan. 2008