



Florida Southern College Intramural Bocce Ball Rules

General Information

- 1) All participants must have their current valid FSC ID card with them.

Rosters

Adding players to rosters is allowed in all team competition. The player must bring his/her FSC ID card to the team's game to be added to the roster. The player must check in with the IM Staff and then they will be added to the roster. Players can be up to when playoffs start. Rosters are frozen after the teams last regular season game. After a player is added at the game-the following day the office will check to make sure the player is legal, if the player is found to be illegal the team will forfeit any games that the illegal player participated.

Eligibility Requirements

Intramurals are open to current FSC students, faculty, and staff with FSC ID. All current full-time students, faculty and staff regularly enrolled in any department of Florida Southern College are eligible to enjoy all Intramural activities. Participants shall remain eligible until they graduate, withdraw or fail to comply with the rules of eligibility. This privilege may also be revoked/suspended by the Intramural Advisory Council or the Assistant Director for just cause at their discretion. Participation in the Intramural program is entirely voluntary and is a privilege, not a right. All full-time students (twelve or more hours per semester constitute a full-load) are eligible to enter into any intramural activities provided they do not break any other eligibility policies listed in this Article. Any part-time student is eligible to participate in Intramural activities provided he or she meets all of the following criteria:

- Is pursuing a degree during the year in which he/she is classified as a part-time student.
- Is enrolled in a departmental day course offered by the college to earn credit for graduation.
- Has paid the college activity fee.
- Received approval from the Assistant Director of Intramural Sports.

For any questions regarding a varsity athlete, club athlete or professional athlete, etc. and their eligibility within the Intramural Sports program, please refer to the Intramural Sports Participant Manual. This manual can be found on the Wellness Website or on IMLeagues.

If an Intramural employee determines that an individual is attempting to check in with false identification in order to participate in an Intramural activity, the ID will be **confiscated** and that individual will not be allowed to play. If it is determined the participant used improper identification, the team will forfeit any contest the person participated in. In addition, any individual caught trying to check in with an ID card that is not his/her own has jeopardized themselves and the owner of the ID to disciplinary action by the college. Non-FSC students are not eligible to participate in the Intramural program. Any non-student found to be participating will cause the team he participated with to forfeit any contests he participated in. Additionally, the forfeited games will result in a Sportsmanship Score of zero being averaged into the team's overall Sportsmanship Rating.

Weather Cancellation

In the event of inclement weather, decisions regarding playing conditions will not be made before one hour prior to the day's first game. Teams should not **assume** that games are cancelled. The Office will try to contact captains if games have been cancelled. We will also post information on our Facebook page "FSC Intramural Sports" or intramural website. The office will also try to send emails out to all captains before the game is supposed to start. Games will be postponed for the following weather related reasons:

- Lightning. All outside activities will be cancelled when lightning is seen or thunder is heard. We will wait a minimum of 30 minutes from the last observed lightning or thunder before resuming activities.
- Tornado/hurricane watch or warning is issued for the Lakeland area.
- When rain or hail makes an outside field unsafe.

If a contest is postponed due to weather, the Assistant Director will attempt to reschedule the game.

Tournament Play

Tournament format will be determined by the number of teams that register.

The Game

Bocce is played with eight large balls and one smaller target or object ball called a pallina. There are four balls per team and they are made of a different color or pattern to distinguish the balls of one team from those of the other team.



For two player teams, each player throws two balls.

Starting the Game

Two participants are partners against another team of two contestants.

Rock, Paper, Scissors will determine who elects to throw first. The team that wins the coin toss can choose to either have first toss of the pallina or the color of the balls they will use.

To start a game, the pallina is rolled or tossed by a member of the team having won the coin toss. A player can toss the pallina any distance as long as it passes the center line of the court and stays within the boundaries of the court. If the player fails to toss the ball properly into play, a member of the opposing team will toss the ball into play. If the opposing team fails to properly toss the pallina into play, the toss reverts to a member of the original team.

The player tossing the pallina must deliver the first ball. If the ball lands outside of the boundaries of the court, that team must roll again until the first ball is put into play. Otherwise, that player steps aside and the opposing team will then deliver their balls until one of its Bocce balls is closer to the pallina or has thrown all its balls. The "nearest ball" rule governs the sequence of thrown balls. The side whose ball is closest to the pallina 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 deliver. The other team throws until it gets its ball closer (not ties) to the pallina. This continues until both teams have thrown all their Bocce balls.

After both teams have exhausted all their balls, a frame is over and points are awarded. The game resumes by teams throwing from the opposite end of the court. The team that was awarded points in the previous frame begins the next frame by tossing the pallina into play.

Bocce Ball How-To: <https://www.youtube.com/watch?v=mJV-nWmrlgc>

The Playing Surface

All balls must be thrown underhanded. A team has the option of rolling, tossing, bouncing, etc. its ball down the court provided it does not go outside the boundaries of the court or the player does not violate the foul line. The foul line is used to deliver all balls down the court with the intent of getting a ball closer to the pallina, knocking the opponent's ball away from the pallina, or hitting the pallina so that it ends up closer to your team's ball.

A player should not step on or over the foul line before releasing any ball. If a player steps over the foul line, the player will receive one warning. For a player that commits a second foul line infraction, 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.

Any ball that goes outside the boundaries of the court is considered a dead ball and is removed immediately from play until the end of a frame. If the pallina is knocked outside the boundaries of the court during play, the frame ends with no points awarded and a new frame is started.

Timing

The match shall be played until the first team of contestants reaches or exceeds 16 points.

Scoring

At the end of each frame, points will be awarded. Only one team scores in a frame. One point is awarded for each ball that is closer to the pallina than the closest ball of the opposing team. In the event that the closest ball of each team is the same distance from the pallina, no points will be awarded and the pallina returns to the team that delivered it. Only balls which are distinguishably closer to the pallina than any of the opponent's balls are awarded points. All measurements should be made from the center of the pallina to the edge of a Bocce ball. Games are played to 16 points.

COVID-19 Changes

Equipment. will be sanitized between each matchup by the IM Staff

These changes may be updated at any time if the IM Staff notices any changes that will improve the tournament or make it safer