



MIDDLE TENNESSEE STATE UNIVERSITY

Intramural Sports

BOCCE BALL RULES

INTRAMURAL SPORTS POLICIES

1. You must have an MTSU ID to participate.
2. For Intramural Bocce Ball, participants may participate on up to one singles team (Men's or Women's singles), one single gendered doubles team (Men's or Women's doubles) and one Co-Rec doubles team.
3. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly Campus Recreation activities for a period of time determined by the Competitive Sports Coordinator.
4. Participants are expected to wear a mask while participating.
5. Participants are expected to maintain social distancing while participating.
6. High fives, fist bumps, hugs, and any other physical contact is prohibited.

DEFINITIONS

- Bocce Ball – The largest ball in the bocce ball set. These are red and green and are decorated with different line patterns to distinguish teams.
- Bocce Ball Set – All equipment in each bag is the entire set. This includes 4 red and 4 green bocce balls, one Jack, one bag, and one set of rules.
- Jack/Pallino – The smallest ball in the bocce ball set. Usually this ball is white or yellow.
- Frame/Round – A frame/round begins with the throw of the jack and ends when all bocce balls have been thrown. A match will have multiple frames/rounds.

STARTING THE MATCH

- **Team:**
 - a. Singles:
 - i. Up to 2 participants will play together using the same bocce ball set.
 - ii. Each participant will throw 4 bocce balls per round.
 - b. Doubles:
 - i. Up to 4 participants and 2 teams will play together using the same bocce ball set.
 - ii. Each participant will throw 2 bocce ball per round.
 - iii. Both participants must be present to participate in doubles. For Co-Rec, teams must consist of 1 female and 1 male.
- **Determining Who Goes First:** A coin toss between captains will determine which team will start the game. The winner will toss the jack to start the game.

PLAYING THE GAME

➤ **Tossing the Jack:**

- a. A player may toss the jack any distance underhand. Please take care of the jack and bocce balls as they will break when thrown into hard surfaces.
- b. The team who scored last rolls the jack to begin the next frame.

➤ **Bowling/Throwing the Bocce Ball:**

- a. The team that threw the jack will be the first to throw their bocce ball. Each team will throw a bocce ball one at a time. The team whose first bocce ball is the farthest away from the jack will bowl their remaining bocce balls in succession. After all their balls have been thrown, the opposing team(s) will get a chance to throw their bocce balls following the same steps.
- b. When throwing the bocce ball, the goal is to get it as close to the jack as possible.
- c. All bocce balls and jacks may contact each other in order to obtain a better position.
- d. Each person should throw their bocce ball at the same spot as the jack was thrown.

➤ **Scoring:**

- a. Only one team scores in a frame.
- b. At the end of the frame, one point is given for each ball that is closer to the jack than the closest ball of the opposing team.
- c. If at the end of any frame, the closest ball of each team is equidistant from the jack, the frame ends in a tie.
- d. Games are played to 12.

SPORTSMANSHIP

The mission of the Competitive Sports Staff is to provide a recreational environment for the university community which is safe and enjoyable. While the game atmosphere is often competitive, ensuring participant safety, providing a fun, social atmosphere, and promoting sportsmanlike behavior among participants, spectators, and staff are our primary concerns. The game atmosphere should remain good-natured at all times. Participants shall maintain good sportsmanship throughout their participation in all facets of the Intramural Sports program.

Rating System

The Intramural Sports program conducts a sportsmanship rating system for teams during intramural contests. Competitive Sports staff will rate each team on their sportsmanship at the conclusion of the game/. This rating system is intended to be an objective scale by which team's attitude and behavior can be assessed throughout the season. Behavior before, during, and after an intramural sports contest will be included in the rating.

- **Excellent: Rating – 4.** The team presents outstanding character during competition and interacts with staff and/or opponents in a sportsmanlike manner. Every team will start each game/match at a 4 sportsmanship rating. Teams that win by default or forfeit will receive a 4.0 sportsmanship rating.
- **Good: Rating – 3.** The team cooperates with staff and/or opponents and presents a good attitude. The team receives no ejections or unsporting fouls. Teams must obtain a 3.0 sportsmanship average to be eligible to participate in the playoffs. Team that lose by default will receive a 3.0 sportsmanship rating.
- **Poor: Rating – 2.** Team engages in argument(s) with staff and/or opponents and is penalized with a maximum of one unsporting foul. The captain has little control of his/her team.
- **Unacceptable: Rating – 1.** Team maintains no respect for staff and/or opponents and has little to no regard for the safety and well-being of participants and staff. The captain has no control of his/her team. The team receives 2 unsporting fouls or a player gets ejected.
- **Forfeit: Rating – 0.** Team loses by forfeit. Game comes to an end due to sportsmanship. The team receives 3 or more unsporting fouls or has multiple players get ejected.