

Adult Bocce Ball League Information

League Information:

- All Doubles League teams must have a minimum of two members, maximum of eight. A Singles League teams consists of one person. Players must be at least 18 years old.
- Teams will be scheduled for a 6-week season unless otherwise noted. Teams that do not play at least 5 games (due to weather cancellations) will be refunded a portion of their registration fee for each missed game after the season is completed.

Registration:

Registration begins February 27, 2024 at 12:01 AM.

League Fees: \$60 per team Doubles Team and \$45 for Singles League

Registration will be on a first come, first serve basis.

Singles League

Session 1 - 6/4/24 – 7/9/24

Session 2 - 7/16/24 – 8/20/24

Doubles League

Session 1 – 6/3/24 – 7/8/24

Session 2 – 7/15/24 – 8/19/24

Both Singles and Doubles league sessions will have two offerings for leagues, a 5:15pm league and a 7pm league.

- Questionable Weather: Check [Here](#) for weather updates. Games will be called by 3:30pm each day, if weather worsens after that time, they will be called at the site. We will do our best to notify teams of cancellations later in the evening. It is best to go to the webpage.
- In case of inclement weather the league coordinator will make every effort to communicate with team managers.

Game Rules

- At least two members of the team must be present for league play.
- Players on the same team will alternate turns.
- If a team is more than ten minutes late without having made previous arrangements with the opposing team, the games will be lost by that team.
- A player can only be signed up with one team per night.
- A team member can be inserted in a game at any time.
- Court courtesy - No heckling anyone while throwing.
- The main intent is to have fun and a good time – enjoy yourselves!

Play of Game

Every match is broken down into frames of play. During an frame of play, each player must pitch both of their balls. A frame is never completed until all players pitch both of their balls.

Bocce leagues will be doubles bocce matches meaning two teams, consisting of two players, compete against one another until a winning team is determined.

- No opponent shall be on the court while the opposition is shooting. And only one member on the opposite end will be permitted on the court when his team is shooting.
- The home team throws out the Pallina first. Pallina cannot be thrown past back foul line. A team has two chances to put Pallina in play. If the player does not succeed, the opposing team can then throw the Pallina anywhere in play. "In play" means between the center line and end line and six or more inches from either side boundary of the alley. The team who throws the Pallina gets the first throw.
- In the event the Pallina is bocced out of the alley it will be placed in the middle of the first white line from the end.
- The only dead ball is if a ball is thrown or bocced out of the court. No points are awarded for "dead" balls. A dead ball is then placed in the middle of the first white line from the end. If balls are thrown or hit into the far end of the court past the end line, they are still in play and count in scoring.
- The player must release their ball before they step completely over the foul line. The momentum of the throw must not carry player beyond center line.
- If wrong color ball is thrown, mark the spot and replace with the correct color ball.
- If a player steps completely over foul line, ball is dead if no other balls are hit. This is considered a foul shot. If a ball is hit, one point is awarded for each opponent's ball on the alley and play is resumed.
- In the event all balls have been thrown and there is a dead tie, no point will be awarded and the teams will throw over. The Pallina will go to the team that threw it first on that series. Team throwing the ball will shoot again.

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.
- The measuring points will be accomplished in the following manner: a tape measure will be used with the back side of the tape lightly touching the player's large ball and the tape extended until it is lightly touching Pallina. **A tape measure will be furnished by the Recreation Department.**
- If a player throws out of turn and does not disturb any balls on the court, it is a dead ball. Should it hit an opponent's ball, all play will stop and four points will be awarded to the opposing team. Should a ball be hit, kicked, moved or picked up, same rule will apply when measuring or in play.

Determining Winners

The game shall be played to the predetermined number of eleven points. The first player/team to reach (or exceed) that amount at the conclusion of an inning is the winner.

- League play will be on the point system. **One match point for each win.**
- Scores of all games must be recorded by entering them on the MPRB website – www.teamsideline.com/minneapolisparcs

- In the event of a tie in the league standings, the tie breaker will be a.the results of the games between the tied teams, and if tied,b.most points scored throughout the season, and if tiedc.a coin toss will determine the champion.

Duties of Team Managers:

- Managers have the ability to see the contact information for other managers in their league when logged in to their TeamSideline account. This should only be used to contact an opposing manager when there is short notice of a forfeit. The league director MUST be included on that communication as well.
- Managers are liaisons between the Minneapolis Park and Recreation Board and their teams.
- Managers are required to be available via phone / email on all game days or provide the MPRB league director contact information of someone who will be available.
- The office MUST be informed of any change of manager during the season.
- Managers are responsible for the following:
 - Online registration & payment
 - Notify and contact league director(s) of any game forfeits by 3:00pm on game day.
 - Conduct of players
 - Distribution of schedules
 - Eligibility of their players
 - Reading rules and regulations governing our athletic leagues
 - Update winning team standings on Team Sideline