

BOCCE BALL IS A SPORT AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

THE GAMES WILL BE PLAYED ACCORDING TO THE BOCCE STANDARDS ASSOCIATION RULES WITH THE FOLLOWING CLARIFICATIONS AND EXCEPTIONS:

STARTING THE GAME

1. **START TIME:** Teams are to be at the court and signed in before the official game time. If a team is not at the court and ready to play at the scheduled game time, that game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring a current valid Photo I.D. to the playing area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with an Intramural Supervisor before entering the game.
3. **SCORING:** Each team will have four chances per round to throw the ball closet to the jack and receive a point. The games will be played until 12 points have been scored.
4. **TEAMS:** Each team will consist of two (2) players. One player will be blindfolded, and one player will be the “guide”. Players will alternate each round.
5. **GAME EQUIPMENT:** Towson University Intramural Sports will provide all equipment.

PLAYING THE GAME

6. **STARTING THE GAME:** A “coin toss” will determine which team will start the game.
7. **THROWING THE JACK:** The blindfolded member of the starting team will throw out the jack a reasonable distance from their starting position.
8. **THROWING THE BOCCE BALL:** The team that threw the jack will now have the blindfolded member throw their first bocce ball toward the jack with the non-blindfolded member guiding the thrower. The opposing team will throw out their first bocce ball toward the jack once the starting team’s bocce has come to rest.
9. **BLINDFOLDED PLAYER:** Only the blindfolded player is allowed to throw the bocce ball.
10. **THE GUIDE:** The player that is not blindfolded is considered the guide. The guide is not allowed to throw the bocce ball. The guide is not allowed to touch the blindfolded player. The guide should use their voice to provide direction and guidance to the blindfolded player on where to throw the bocce ball.
11. **ALTERNATING:** Players on each team will alternate being the blindfolded player and the guide, after each round.

12. BOWLING: The team whose first bocce ball is the farthest away from the jack will bowl their remaining bocce balls in succession. After all the balls have been thrown, the opposing team will get a chance to throw their bocce balls following the same steps.
13. SCORING: After the bocce balls have all been thrown out, measurements will be made to determine which team got the closest to the jack and how many points will be given. A point is awarded to the team for each ball from the winning team that is closer than the closest ball of the opposing team to the jack. If it is determined that the two teams closest balls are equal distance away from the jack, the next closest balls will be measured. If a ball is touching the jack the team will receive 2 points for that ball. Each team will have a total of four attempts.
14. WINNING: The game will be played until a team amasses 12 points

SPORTSMANSHIP

15. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with officials by any player, coach, manager, or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.
16. BENCH CONDUCT: All substitutes, coaches, and spectators must adhere to Intramural Sports and Burdick Field/Court rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.
17. DRUG, ALCOHOL & TOBACCO POLICY: Teams and fans are not permitted to bring alcohol, and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products on Burdick Field. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the Supervisor.
18. INTRAMURAL POLICIES: Team captains are responsible for making sure that all members of their teams are aware of all Intramural Sports policies and rules. Captains are responsible for their teams' sportsmanship, and may be held accountable for the actions of individuals on their team.