

**STUDENT RECREATION & WELLNESS CENTER  
WASHBURN UNIVERSITY**

**INTRAMURAL BOCCE RULES**

1. **ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO ENTER THE SRWC.** ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.
2. Bocce sets may be checked out at the SRWC which includes 1 maker ball (Pallino), 4 red bocce balls, 4 green bocce balls, and a measuring tape.
3. Players will be responsible for contacting their opponent to set up a match time. Contact will be made through IMLeagues.
4. Each team will consist of one (1) player.
5. The first participant to 12 points will win the game. You must win by 2.
6. A coin flip will be used to determine who goes first.
7. When throwing the bocce balls, participants will throw in an alternating order.
8. Scoring: After all balls have been thrown, the participant with the closest ball to the marker will receive the point. If a participant has 2 balls closer than the other participants ball, that player will receive 2 points.
9. The boundaries of the playing field will be given at time of competition.
10. Results must be emailed to [getfit@washburn.edu](mailto:getfit@washburn.edu) within 24 hours of match being complete. Failure to do so may result in both teams forfeiting the match.

Revised 06/2019