

BOCCE BALL LEAGUES



League Info:

Wednesday Nights: Co-Ed 2-4 players

Starts: June 12th

Starting This Spring...Bocce Ball Leagues!

Revs has installed 2, 90 foot by 10 foot, Bocce Ball courts built inside the new concrete deck. Courts are made of putting green turf with a complete drainage system built underneath.

To Sign Up For Bocce Leagues: Visit bowlrevs.com
or email reservations@bowlrevs.com

More information on league rules are on the back of this flyer.

10 Week Session ~ No League On July 3rd

Sign Up By June 1st To Secure A Spot ~ Limited Team Spots Available



Revs Bowl Bar & Grill
275 N Washburn St ~ Oshkosh
920/426-5445 ~ bowlrevs.com



Revs Bocce Rules:

1. Bocce is played with eight large balls and one smaller target or object ball called a "pallina".
2. 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.
3. The game is played with two teams, with each league team having four players. For four player teams, each player throws one ball. A playing rotation is determined at the start of a game and is maintained throughout the entire game. If you have less than 4 players for a match, you may only use as many balls as they have players. 2 Player minimum is required for a non-forfeit.
4. A game begins with the toss of a coin. 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.
5. 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.
6. 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.
7. 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.
8. 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.
9. 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. You will play 2 games to 8 points and 5 points however, there is a 1-hour time limit. If the time limit is reached, you will finish the frame in progress and the game will be over, in which case the point would be awarded to the highest score.
10. 3 points are to be awarded per match. 1 point for each game. If time limit is reached before the start of a game, a sudden death roll-off will take place to determine the game point.
11. 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.
12. 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.
13. 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.
14. Players must be 21 years of age or older to play. No experience is necessary and equipment is provided.
15. Team captains are responsible for keeping score and turning in score sheets at the end of your match.
16. On premise rules apply. NO CARRY INS, no dogs, no glass, and no underage drinking.
17. There will be NO parking around the court area. Please park in the parking lot and walk to the back along the North end of building.
18. Revs is not responsible for children. They are not allowed on any of the courts during league play for safety concerns.
19. Must call 48 hours in advance if make-up day is requested. Make-up days are up to your opponent to decide on.
20. In dealing with the wonderful, Wisconsin weather, games may be called up until 4pm. Postponements will be posted to our website: bowlrevs.com and Facebook page and you may call Revs at (920)426-5445. It is the team captain's job to call the rest of their members. Please do not assume that if it's raining it will be called off. If you choose to not show up for your scheduled time, it will result in a FORFEIT!
21. League payment will be \$120 per team, per session, per night. 1st place league teams will receive a Revs Champions shirt.
22. Schedules will be available the **second** week of league play. The league season will take place from Mid-May until Mid-August.

Feel free to contact us with any questions or concerns.
reservations@bowlrevs.com or direct extension 920-651-1423

Thank you very much and enjoy the season.