



Rules and Regulations for Ironwood Park

General Hours of Operation

- Open daily from 8:00 AM to dusk.
- Visitors must vacate the park by dusk unless otherwise authorized by park officials.

General Conduct

- **Respect Park Facilities:** Users must treat all equipment, courts, and facilities with care. Damaging or vandalizing property is strictly prohibited. Park facilities must be used only for their designated purposes.
- **Good Sportsmanship:** All visitors must exhibit good sportsmanlike behavior. This includes showing respect to others, refraining from disruptive behavior, and cooperating with park rules. Tyngsborough Recreation Department Zero Tolerance policy is in effect.
- **No Foul or Abusive Language:** The use of foul, abusive, or offensive language is strictly prohibited.
- **No All-Day Use without Permit:** Recreational areas, fields, or courts cannot be monopolized for all-day use unless a valid **permit** has been obtained. “Paddle stacking” or similar and court time limits will be abided by. All areas have a one-hour time limit per group when other players or guests are waiting.
- **Pavilion Use Guidelines:** The pavilion is available for public use on a first-come, first-served basis and is intended for short-term use only—all-day use is not permitted. Users are expected to clean up after themselves, including the proper disposal of all food and waste. Private parties, group gatherings, or events are not allowed without prior written consent from the Town.
- **Alcohol, Marijuana & Drugs:** The use of alcohol, marijuana, or any illegal substances is strictly prohibited on park grounds. The distribution and/or consumption of alcohol is permitted only when a valid one-day liquor license is issued by the Select Board.
- **Smoking:** Smoking is not permitted within the park, including e-cigarettes and vaping devices.
- **Trash Disposal:** Please dispose of all trash in designated receptacles or take it with you. Help keep the park clean.
- **Noise:** Publicly played music or other broadcasting devices are strictly prohibited unless authorized by a valid permit. Be mindful of all noise levels and ensure activities are safe for all park users.
- Glass containers, open flames, and motorized vehicles (except for mobility aids) are not allowed. For the purposes of this regulation, motorized vehicles include any device that has a motor either powered by battery or fuel.
- No structure, tents, canopies, shall be erected in the park without prior consent of the Recreation Director
- Unauthorized sales or solicitations are not permitted without approval from the Recreation Director.



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Parking

- **No Overnight Parking:** Parking lots are for daily use only. Overnight parking is not allowed. Vehicles remaining after dusk may be subject to towing at the owner's expense. by the Tyngsborough Police Department
- Parking must remain on paved and gravel lot areas. Parking on grass areas, and along the roadways is strictly forbidden.

Dog Policy

- Dogs are welcome but must remain **leashed and under control** at all times in accordance with the existing bylaw regarding leash control.
- Owners must **clean up after their pets**. Waste bags are available at dispensers throughout the park. Violators will be asked not to return.
- Waste should be disposed of in Dog Waste Stations, not general trash receptacles.
- Aggressive dogs or dogs causing disturbances may be asked to leave the park.

Priority Use Rules

- Fields, courts, and other designated areas are open to the public unless reserved through the Recreation Department.
- Individuals or groups with a valid **permit** and **reservation** have priority use. Permits may be obtained through the town recreation office for a fee on a case by case option.
- Permitted use must be displayed upon request by park staff or enforcement personnel.
- Tyngsborough Recreation retains full authority over facility usage and reserves the right to modify, revoke, or override any granted use at its discretion.

Equipment Use and Rentals

- Equipment rental is available during clubhouse operating hours. Please inquire at the clubhouse for rates and availability.
- All reserved activities must comply with park rules and leave facilities in the same condition they were found.
- Users should bring their own sports equipment unless otherwise indicated or rented.
- Organized games must not disrupt casual use by other park visitors unless a permit is in place.

Enforcement

- Park staff and law enforcement are authorized to enforce all park rules. Failure to comply may result in removal from the park, fines, or other penalties. Additionally, the Town Manager, through the **Recreation Director or other designee** reserves the right to deny future access, reservations, or permits at their discretion.

Emergency Contacts



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- For emergencies, call 911 or Tyngsborough Police Department 978-649-7504.
- Report maintenance issues or non-emergencies to Town Recreation Department 978-743-5353.

Thank you for helping us maintain a safe, clean, and enjoyable environment for everyone!



Rules and Regulations for Ironwood Park

HOW TO PLAY

1. Shuffleboard

- a. Playing shuffleboard is super easy, and it's a fun game to play with 2-4 people!
- b. To play, players slide their four weights alternately. The weight must pass over the first line and not drop off the table in order to count. For a two player game, the player who scores 11 points first wins.

It's National Shuffleboard Day! September 17

2. Bocce

You can play bocce ball with two to eight players. While up to eight players are the recommendation, you can add additional players, so long as you have enough bocce balls. The amount of players that you will have determines the size of each team and the number of bocce balls that will be in play. Each team consists of one, two, or four players.

Each side will have four bocce balls that have a distinguishable color or pattern to set them apart from another team's balls. A team's bocce balls are divided evenly among team members. For example, if you are playing with a four-person team, each team member will get one ball. If you have two players on your side, each of you will have two balls.

Whenever a team has multiple players, a team playing rotation must be set at the beginning of the game.

How to Play Bocce Ball: The Bocce Ball Rules

- **Determining Who Goes First and Delivering the First Toss**

Before you begin the game, you must determine which team will go first. A coin toss is the easiest way to decide. The winner of the coin toss can either choose the color or pattern of balls they wish to use or to have the first toss.

The team that is awarded the first toss can toss the pallino at any distance, so long as it lands within the boundaries of the court and passes over the centerline. If a team fails to appropriately toss the pallino into play, the opposing team will have the opportunity to do so. Should that team fail, the next group will have a chance to toss and so on.

When all groups have tried to toss the pallino and failed, the responsibility will revert to the first team. Once the pallino is in play, the team that delivered it will have the chance to toss one of their balls. The goal is to get your ball to stop as close to the pallino as possible while remaining within the court boundaries.

If the first team tosses their bocce ball after placing the pallino, but the ball lands outside of the bocce ball court boundaries, the next player on the team must toss. This rotation continues until the first ball is put into play. If the team fails to place any balls, the next opposing team will have the opportunity to toss. Once both the pallino and the first bocce ball have been placed, you can continue with the game.

- **How to Throw a Bocce Ball**

Bocce ball rules dictate how the bocce balls may be tossed. You must throw bocce balls underhandedly. However, using an underhand technique, you can choose to toss, roll, or bounce your ball.

The ball will be deemed "in play" so long as your ball stops within the court boundaries and you do not violate the foul line. The foul line is a line on the court that you may not cross when tossing before releasing your ball.

- **Playing the Game**

After the pallino and the first bocce ball are on the court, a new turn rotation will begin.

Whenever a team successfully gets their bocce ball closest to the pallino has the "in" ball where the opposing teams have the "out" balls.



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The team that goes next in the rotation is always the team with the “out” balls. Until the opposing team gets the ball closer to the pallino, while within bounds, that team continues to go until they have exhausted all of their balls. This turn rotation continues until all of the teams have thrown all of their bocce balls. Once this happens, the “frame” is over, and the winning team is awarded points.

In bocce ball, “frames” are the rounds of the game.

- **Dealing with Fouls**

Each bocce ball court has a foul line that a player cannot cross before releasing a bocce ball. The first time a player crosses this line, creating a “foul,” the player receives a warning. On a second occurrence, the current frame ends immediately. The team that was fouled against will be awarded points for the round unless the team declines the penalty and wishes to complete the round.

- **Out of Bounds**

When tossing bocce balls, the balls must land within the court boundaries. If a ball goes outside of the court boundaries, the ball is removed from play until the end of the frame. If a pallino is struck and knocked out of bounds, the frame will conclude, and no points will be awarded for the round.

How to Play Bocce Ball: Scoring & Winning the Game

Now that you know how to play bocce ball, it is important to learn how to score frames and ultimately win this addictive game. After each team has exhausted all of their bocce balls, the current frame concludes. The team that has the “in” ball, the ball closest to the pallino, will receive points for the frame. This team will receive one point for every bocce ball that is closer to the pallino than the ball that is closest of the opposing teams. If there is uncertainty over which bocce balls are closer to the pallino, measurements can be taken from the edge of each bocce ball to the center of the pallino.

The first team to reach 16 points wins the game.

It's National Bocce Day on July 14th!

3. Horseshoes

To play horseshoes, you pitch two horseshoes at a stake. The goal is to score more points than your opponent.

Rules

- Decide who goes first by flipping at stake. Closest starts.
- Players take turns pitching both horseshoes at the opposite stake
- Players score points by getting their shoes close to the stake
- A shoe that encircles the stake is called a ringer and is worth 3 points
 - A shoe that's within 6 inches of the stake is called a leaner and is worth 1 point
 - If you have two shoes closer than your opponent's, you get 2 points
 - If you have a ringer and the closest shoe, you get 4 points
 - If you and your opponent both throw a ringer, they cancel each other out

Game completes when first player reaches a total score of 15 or 21

It's National Horseshoe Day on August 26th!

4. Volleyball



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To play volleyball, you need two teams of six players who take turns hitting the ball over a net. The goal is to score points by grounding the ball in the opponent's court.

How to play

- Choose teams and decide who serves first
- The server hits the ball over the net from behind the back line
- The receiving team hits the ball back over the net within three hits
- Repeat until a team scores a point or commits a fault
- The winning team serves the ball next
- Players rotate clockwise around the court

Scoring

- The first team to score 25 points with a 2-point lead wins the set
- Matches are usually best-of-five sets
- If the teams are tied at two sets each after four, the fifth set is played to 15 points

Common rules

- Players can't hit the ball twice in a row
- Players can't catch, hold, or throw the ball
- Players can't step on or over the end line when serving
- Players can't touch the net while the ball is in play

It's National Volleyball Day on September 23rd!

5. Basketball HORSE

Have you ever heard of the game "Simon Says?" During Simon Says, the leader tells you to do something. HORSE is like Simon Says, but with a basketball. In HORSE, you use your imagination to create crazy shots.

To begin the game, pick a player to go first. That player gets to do anything they want before shooting. If they want to spin around 5 times and then hop up and down before shooting, they can do it. They make the rules! If they hit their shot, the other players have to do the exact same thing. But if they miss, the next player gets to make up their own wacky shot for the others to try. Any player that can't make the first person's shot gets the letter H. Everyone keeps playing the game and making up crazy shots until someone misses enough times to spell out the word HORSE. The player who does not spell HORSE is the winner!

6. Disc Golf

The object of the game is to have the fewest total strokes.



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- One throw, called a stroke, is counted each time the disc is thrown and when a penalty is incurred. Each hole begins with a tee throw and is completed when the disc comes to rest in the designated disc golf basket called the hole. Tee throws must be completed within or behind the designated tee area. Once all players have thrown, the player whose disc is farthest from the hole is always the next to throw. A player can use any of their discs for each throw, or use the same disc for multiple throws, so long as they only throw 1 disc at a time. You may throw the disc however you like.
- The lie is the spot where the player's previous throw landed. Mark each lie with a mini marker disc or leave the thrown disc on the ground where it landed. That player's subsequent throw is made from directly behind the marked lie.
- The fairway is any location that is more than 10 meters away from the hole. Fairway throws must be made from directly behind the lie. A run-up and normal follow-through, after release, is allowed, unless the lie is within 10 meters of the hole. Any shot within 10 meters of the hole requires that the player maintain balance and not move past the lie until the disc comes to a complete rest.
- A mandatory, also called a mando, is one or more designated trees or poles in the fairway that must be passed on the correct side as indicated by an arrow. If you pass your disc to the wrong side of mandatory, you must either play from the previous lie, or from a marked drop zone area if applicable, and add a one penalty stroke to your total.
- If the disc lands out of bounds, as indicated by the out of bounds terrain being visible between the disc and the out of bounds line, then the disc is considered out of bounds and it must be played from a point up to 1 meter in-bounds from where the disc crossed over the out of bounds line. Permanent water hazards, public roads, and most park boundaries are almost always out of bounds.
- A disc that comes to rest in the disc golf basket or is suspended in the chains constitutes the successful completion of a hole and the disc is removed before another player takes a throw. Once all players complete the hole you all move onto the next hole and the player with the fewest number of strokes from the previous hole is the first to tee off on the next hole, followed by the next lowest and so on.
- At the end of the course, the player with the fewest total strokes, wins.

National Disc Golf Day is the First Saturday in August.