

# RULES OF BOCCE

## Playing the Game / Scoring:

### *Beginning the Game:*

The match shall begin with the home team having the first toss of the pallino (White Ball). Once the pallino has been validly put into play (placed in the distance between center line and backboard) the home team (Red Bocce) will have first roll.

A player may toss the pallino any distance so long as the pallino passes the center line of the court and does not hit the backboard. If a player fails to validly toss the pallino after one attempt, the opposing team will have a chance to toss the pallino and put it in play. If the opposing team fails to toss the pallino past the center line the pallino reverts to the original team. In any case, when the pallino has been properly put in play, the first bocce ball will be thrown by the team who originally tossed the pallino. **However, the center line rule does not apply to the bocce balls.**

A pallino that is in play and is moved from original location remains in play even if it hits the backboard. However, if the pallino is knocked out of the court or it is knocked in the front of the center line, the frame will end, no points are awarded, and the game will resume from the opposite end of the court with the same team tossing the pallino.

### *Scoring:*

Only the “inside” team scores. One point is given

for each ball of the inside team that is closer to the pallino than any ball of the opposing team. If at the end of any frame the closest ball of each team is equidistant from the pallino, the balls are voided and the point is awarded to the next nearest bocce. The game will resume from the opposite end of the court with the same team tossing the pallino. Captains of each team are responsible for keeping the score sheet and for reporting the results of the match. The team who scores 12 points first or who is ahead at the end of the games time limit wins the game. Each match is won best out of three games. At the end of game one player’s must swap sides, if any substitutes shot from one end they must swap along with original shooters for game two. If a third game is necessary players are allowed to switch and shoot from either side. Captains are responsible for signing the scorecards at the end of the match.

If the bocce ball hits the back board, the ball is considered a dead ball and that team must roll again. Otherwise he/she steps aside and his team does not roll again until the opposing team has either gotten one of its bocce balls closer to the pallino or has thrown all of its balls. The team who scored last, throws the pallino to begin the next frame.

## Measurements:

All measurements should be made from the inside dimensions of the bocce ball to the inside dimension of the pallino. One representative from

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each team may be present for the measurement and tie breakers based on judgment are to be made by a staff of the country club's team. If both teams agree on which team has the point(s) and it is later determined that a mistake has been made, all balls played are valid. If both teams have balls remaining, the team that does not have the closest ball to the pallino rolls again. If all balls have been played, points are awarded based on the balls that are actually closest to the pallino in accord with the "Scoring" rule.

If 2 opposing bocce balls are touching the pallino the balls are voided and the next nearest bocce ball holds the point; if no other ball is on the field, the team that threw the bocce ball last will throw again.

### Fouls:

If a player rolls out of turn the opposing team may leave everything, including the thrown ball, exactly where it is or may return any moved balls to their approximate original positions and remove the thrown ball from play. If a ball is moved before all 8 balls are played, the opposing team replaces the ball to the approximate original position. This is to be done in the spirit of good sportsmanship. If placement of the balls cannot be achieved, please consult a bocce official for rules pertaining to that specific case.

### *Foul Line:*

Player's movements are limited to the foul line. The player may step on, but should not step

over the foul line before releasing the pallino or bocce ball. If the intent of the foot foul rule is abused, the offending player may be removed from the game by a club's Administrator or the opposing team can choose to have the last bocce ball removed from play. That would also mean that the bocce balls would have to be placed where they lied before the previous throw. When a player releases the pallino or bocce, both feet must be on the court unless the player has a significant physical impairment.

### *Over Shooting/Volo:*

**Over shooting** is when a player throws a ball that lands past the center court line and a volo is when a player throws the ball over the height of that players shoulders; **Shooting or Volos are NOT allowed in the club's league.** The ball that was thrown is out of play and if it comes in contact with other bocce balls, they are to be returned to their original position.

### *Disputes:*

The club's Bocce officials will referee the game. Any dispute which cannot be resolved by the team captains shall be decided by the club's Bocce official; and then agreed to by both captains. Upon his/her decision the game shall continue.

### **Dead Balls:**

Should a player's bocce ball make contact with the back board, regardless of anything it has touched, the bocce ball is considered a dead ball

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on impact and is removed from play until the end of the frame.

If the thrown ball comes to rest on the pallino or another ball that is touching the back wall, that thrown ball remains in play. The ball touching the back wall is removed from play. If the pallino is touching the back wall it remains in play.

If a bocce after hitting the backboard strikes a stationary bocce, that stationary bocce shall be replaced in its original position. The thrown ball is removed from play.

### Substitutions:

When a team wins a game players exchange ends of the court and substitutions may be made. Substitutions may be made during the game, but must be made while still obeying all other game rules. The team winning the previous game will toss the pallino to start the next game. A team may make as many substitutions per game, as long as playing rules are considered and the substitutions are made between frames.

### Rescheduled Games:

A game that is stopped for any reason, will be continued at the score and point where it was left off. For postponed games please contact your club representative.

Games may not be rescheduled unless both

captains agree. All rescheduled games must be played 3 weeks after the originally scheduled date. If the club bocce Commissioner determines the games must be canceled due to rain, those games will be rescheduled as determined by the club bocce Commissioner.

### How to Become a Player:

You must sign up each season to participate in the club's Bocce League. Sign ups are on a first come first serve basis, and we will sign teams up until each day fills. Spring league sign ups begin January 1<sup>st</sup> and fall league sign ups begin June 15<sup>th</sup> of each year. We will not be signing up any teams before these dates. All completed rosters must be turned into a club official before the deadline. The deadline is the team's scheduled second game.

No more than 14 people may be on the roster and no less than 8. A person can only play on one team in the open league. A team forfeits any game in which they play a non-roster player. The opposing team may not waive non-roster player forfeits.

If a team fields less than 3 players, the game is a forfeit. A 3 member team may play throwing only 2 balls per player. A 4<sup>th</sup> player arriving late may enter the game after the completion of the frame.

There is a minimum age limit of 18 to be in the bocce leagues. Consecutive or alternating throws by teammates shall be at the option of

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the players.

## Conduct and Courtesy:

Team captains act as coaches and are responsible for the actions of their players.

### *Tardiness:*

If a team fails to arrive on time they will have 10 minutes maximum to arrive. After the first 5 minutes the tardy team will forfeit game 1, after 10 minutes the tardy team will forfeit entire game.

### *Being Respectful:*

Only the participating player should be on the court while the game is in progress. Spectators are not allowed on the courts at any time during regulation play. When measurement is taking place, **ONLY THE TEAM CAPTAINS ARE ALLOWED TO OBSERVE THE CLUB'S BOCCE OFFICIAL.**

Courtesy and respect should be displayed at all times. Profanity and unsportsmanlike conduct is not permitted. Violations may result in a warning by a ruling official to the player and team captain. Severe violations or a violation after a warning may result in the player's expulsion by the ruling official from the game or match.

All trash, pop tops, cigarette butts, etc. are to be discarded in appropriate containers.

## Forfeits:

If a team forfeits any three matches, they will be dropped from league play and the team captain will be notified by email. All games previously played will be null and void.