

BG Rules of Bocce

Amended 3/11/2019

Two players from each team are permanently stationed at each end of the court for the game. Game consists of twelve (12) points.

Start of Match:

The match shall begin with the flip of a coin between the captain from each team. The winner of the coin flip may have the first toss of the pallino or choose the color of the balls.

Pallino:

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 back wall and is six (6) inches from the side wall. If a player fails to toss the pallino past the center line or hits the back wall after one attempt, the opposing team will 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.

Play the Game:

The player who originally tosses the pallino, whether successfully or not, throws the first bocce ball. If the bocce ball hits the back board, 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 whose bocce balls are closest to the pallino is called "inside" and the opposing team "outside." Whenever a team gets inside, it steps aside and lets the outside team roll. The team outside throws until it beats (not ties) the opposing ball. This continues until both teams have used all their bocce balls. The team who scored last, throws the pallino to begin the next frame.

A) If a player rolls the wrong colored ball, simply replace it with the correct color when the ball comes to rest.

B) If a player rolls out of turn or throws more than 2 balls, that ball is removed from play. The violation must be called before the next ball is put in play and ball removed before the next ball is thrown. If the ball is not removed before the next ball is played, the ball remains in play for the rest of the frame.

C) 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.

D) When a team wins a game players exchange ends of the court and substitutions may be made. The team winning the previous game will toss the pallino to start the next game.

Dead Balls:

Should a player's bocce ball make contact with the back board the bocce ball is considered a dead ball on impact and is removed from play until the end of the frame.

Foot Foul:

The player may step on, but not step over the foul line before releasing the pallino or bocce ball. All balls or palling moved by a foot foul will be returned to their original position. The player who made the footfall will re-throw the palling or bocce ball.

Shooting:

Shooting is lofting the ball in the air beyond the center of the court and is not allowed.

Scoring:

Only the "inside" team scores. One point is given for each ball of the inside team that is closer than any ball of the opposing team. Team representatives of each team are responsible for keeping the the score sheet and for reporting the results of the match by depositing the score sheets in the box located in the storage box.

Disputes:

The teams playing will referee their own game. All disputed will be settled by the team captains.

Measurements:

All measurements should be made from the inside dimensions of the bocce ball to the inside dimension of the pallino. Only the captain or designated representative from each team may be present for the measurement.

Starting Time and Players

Matches begin at the time designated be the Bocce Steering Group or alternate time agreed to be team captains. A team that is not present within 15 minutes of the starting time forfeits one (1) game, if not present within 30 minutes of the

starting time forfeits all three (3) games. The team that wins by forfeit shall be awarded a win for each forfeit. Scores by forfeit will be excluded in determining playoff seeding.

Matches consist of three (3) games.

A player arriving at the after the pallino is thrown is not allowed to enter the game.

Four (4) players from each team play at one time.

When teams arrive with insufficient team members to start play, they may not “borrow” or otherwise use persons not registered as members of their team to field a team. If a team fields less than two (2) players the game is considered a forfeit.

A two (2) or three (3) member team may play by throwing only two (2) balls per player.

Players may not be substituted or, players may not enter the game once the game is started.

No player may play two (2) consecutive game from the same end of the court.

Players need not alternate throws. Consecutive or alternating throws by teammates shall be at the option of the players.

Only participating players should be on the court before the ball is thrown, and while the game is in progress. Players shall stand behind the foul line when balls are being thrown. Spectators are not allowed on the court at any time during regulation play.

In the event that two (2) balls are equal distant from the pallino (tied), the team that rolled the the last ball will continue to roll until the tie is broken.

Game that are rained out or postponed must be made up on another day, as soon as possible. The Bocce Steering Group may set the date if the captains cannot agree.

At the discretion of the team captains, a meeting may be held mid-season to review/ revise the rules.

Playoffs and Championship

The last week of the season is playoff and championship. Monday Team 1 vs Team 4, Tuesday Team 3 vs Team 2. Winners of each match then play Wednesday in the Championship Game.

Steering Group will assemble a “pool” of prospective officials that have no conflict of interest in games outcome.

Substitutes in playoff and championship play must be approved by the Bocce Steering Group prior to beginning the match.

Court Maintenance

The playing teams are responsible for court grooming before and after play. Court grooming consists of:

Remove all debris from court

Sweep court and smooth irregular surfaces especially at backboards.

Dampen court with a light mist.

Grooming implements are in the D10 utility room and should be replaced at end of play.