

# ISLES BOCCE LEAGUE & PLAYING RULES

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## TABLE of CONTENTS

THE GAME OF BOCCE BALL	2
LEAGUE EQUIPMENT	2
BOCCE TERMS & DEFINITIONS	2
COURT LAYOUT	3
TEAM CAPTAIN RESPONSIBILITIES	4
SUBSTITUTES	4
LEAGUE COORDINATOR RESPONSIBILITIES	4
LEAGUE REFEREE RESPONSIBILITIES	4
GAME CANCELATION DUE TO WEATHER	5
LEAGUE RULES	5
PLAYING FORMAT – ROUND ROBIN	5
TEAM TYPE & TEAM FORMAT	5
FORFEITS, NO SHOW, LATE ARRIVALS	5
SCORECARD & COURT ASSIGNMENTS	6
PLAYER POSITIONS ON THE COURT	7
MEASURING	8
PLAYING RULES	9
ROUND-ROBIN PLAYING RULES	9
FIVE MINUTES BEFORE GAME (ROUND) STARTS	9
REFEREE STARTS/STOPS TIMED GAME	10
START PLAYING A GAME	10
RULES FOR THINGS THAT CAN HAPPEN DURING THE GAME	11
RULES FOR DETERMINING TEAM’S LEAGUE STANDING	11

# THE GAME OF BOCCIE BALL

Bocce ball is played with eight (8) bocce balls of two different colors and one small white target ball called the “pallino.” Two teams compete against each other. Each team gets 4 balls of the same color to play with. The object of the game is for a team to roll their bocce ball from behind the first foul line closest to the backboard, closer to the pallino than their opponent’s bocce ball to accumulate points. When throwing balls, they are either rolled or tossed, but not tossed higher than 3 feet off the ground.

## LEAGUE EQUIPMENT

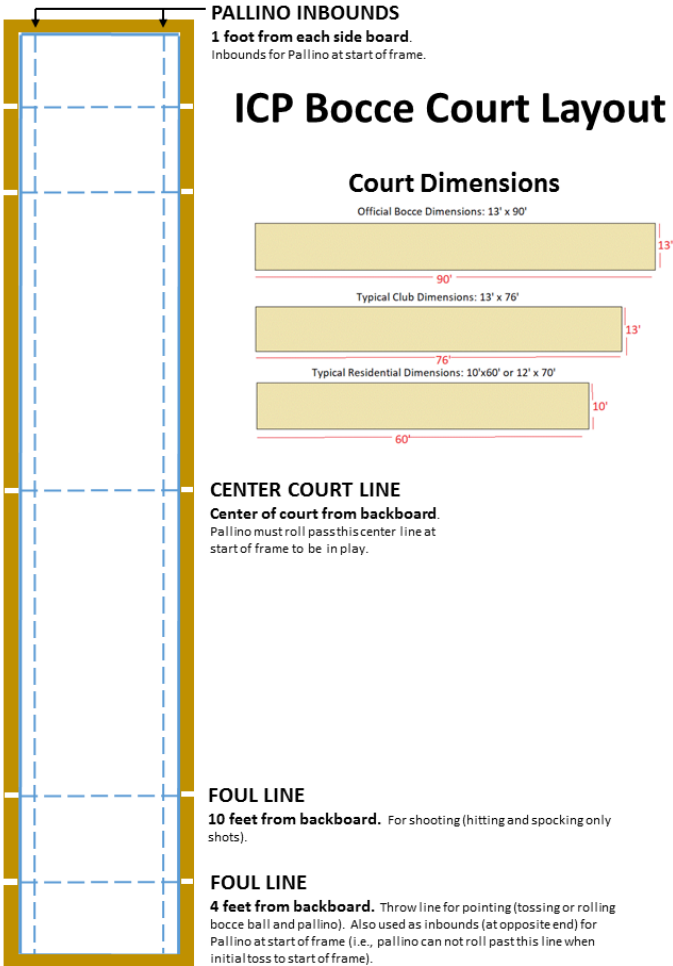
League bocce balls and measuring devices will be supplied by the league for each court. 107 millimeter diameter bocce balls are used for league play. League scorecards for each league team will also be supplied. Each court has its own permanent scoreboard to be used for keeping score of a game (round).

When finished playing for the day, teams are to put the league bocce balls and pallino into their carrying cases, gather the court tape-measures, and place all the equipment at the end of the court (parking lot side) for the League Coordinator.

## BOCCIE TERMS & DEFINITIONS

1. **Backboard** - the back rails or court-frame at each end of the court.
2. **Bocce Ball** - the larger colored balls consisting of 4 red balls and 4 green balls.
3. **Center (Court) Line** - the line across the middle of the court. A valid pallino toss must pass this line.
4. **Dead Ball** - a bocce ball that is removed from the court for any of the reasons specified in these rules.
5. **Foot Fault** - having any part of your foot (shoe) beyond the foul line before releasing the ball.
6. **Foul Lines** - there are two foul lines at each end of the court. Closest foul line to the backboard is used for tossing or rolling the bocce ball and pallino.
7. **Frame** - a game (round) consists of several frames. A frame starts with tossing the pallino by a team toward the opposite end of the court. The frame is complete after all balls have been thrown and points determined.
8. **Game** - also called a round, is the number of frames needed for a team to achieve enough points to win before the time limit expires.
9. **Kisser** - if a bocce ball is touching the pallino it is worth 2 points. If not touching the pallino, it is worth 1 point.
10. **Match** - completed games (rounds) of the same two teams playing each other during league play.
11. **Pallino** - the small target ball (usually a white ball) that a player tries to toss their bocce ball closest to.
12. **Point** - each bocce ball that is closer to the pallino than the opposing team’s closest ball is worth 1 point.
13. **Rounds** - in a round-robin playing format, a team plays multiple games (rounds) against another team. A game (round) is completed when a team scores more points than their opponent, in order to win the game. In Isles Bocce Ball, the game (round) is over when one team achieves 10 points or the time limit per game has expired.
14. **Scorecard** - used for recording the results of a game (round) between two teams.
15. **Shootout** - occurs when the game ends in a tie score and the time limit expired. The pallino is placed in the center of the furthest foul line from the far side of the court’s backboard; A coin toss by team captains to determine what team throws first. One player from each team rolls one bocce ball; Closest bocce ball to the pallino wins the game. If balls thrown are tied, repeat the shootout until the tie is broken.
16. **Sideboard** - the long barriers (or side rails) on each side of the court attaching to the backboards.
17. **Spocking** - a very fast, running toss of a bocce ball with sufficient velocity from behind the furthest foul line from the backboard which is targeted at the pallino or the opponent’s bocce ball. **NOT ALLOWED!**
18. **Start Time** - the time all teams start play of a game (round) simultaneously on all courts.
19. **Time Limit** - the amount of time to complete play of a game (Round). The time limit is *either 10, 12, or 15 minutes (determined by the league), or whichever team reaches 10 points before the time limit expires.*
20. **Throw Line** - is the same as the foul line and is located closest to the backboard (also called the pointing line). The tossing or rolling of the bocce balls and the pallino are always done from behind this line (at either end of the court).

# COURT LAYOUT



## TEAM CAPTAIN RESPONSIBILITIES

1. **Know the Rules** - be familiar with all the written league and playing rules.
2. **Make Sure Teammates Know the Rules** - distribute league and playing rules to their teammates.
3. **Know the Court Layout** (as outlined on Page 3)
4. **Assist in Refereeing the Game** - make sure their team and their opponent are following the rules while playing.
5. **Team Shows Up On Time** - make sure their team shows up on time to play on play day.
6. **When a Ball Is Tossed In Play** - the team captains or their designee determines (visually or by measuring) which ball is closest to the pallino and announce which team is next to throw.
7. **Settle Disputes** - settle disputes in a friendly, sportsman like manner or with the assistance of the league referee.
8. **Measuring** - determine if measurements are required and perform measurements. Only team captains or their designee may take and/or observe measurements. Excessive measuring will slow down the game, which is under a time limit.
9. **Speed Up Play** - make sure there is not any intentional game delays by either team. Penalties may result. Keep play moving.
10. **Manage Shootouts** - if a game ends in a tie the captains will ensure speedy play of a Shootout to determine game winner.
11. **Keep Score** - reconcile score with opponent's captain, and record the final score after each round/game on the scorecard.
12. **Submit Scorecard** - submit their team scorecard to the league coordinator / referee after every league play day.

## SUBSTITUTES

1. Subs may be Isles residents and/or immediate family member visiting and at least 18 years old. Players registered on another team cannot be a sub for another Isles league team.
2. The substitute players list can be found on IslesBocce.com. Teams can also recruit their own subs / neighbors that may not be on the list.
3. Teams can recruit a sub to become a permanent team member/player if a team loses a registered player during league play.

## LEAGUE COORDINATOR (LC) RESPONSIBILITIES

1. Each league weeknight has an assigned League Coordinator.
2. Setup of all league equipment (league bocce balls and measuring devices) on all courts at least 20 minutes prior to when league play starts. They will provide name tags for all players to fill out.
3. Handout and collect scorecards and clipboards from each team captain before and after league play.
4. Deliver the league equipment, clipboards and name tags to the next League Coordinator who oversees the league playing the next day.
5. Double check/ reconcile with all team captains on game day that the scorecards turned in after league play are accurate as was recorded by each team captain. If a team's final score deemed is inaccurate on their scorecard, and cannot be resolved and/or reconciled after discussing with both team captains, then it is left up to the judgement of the League Coordinator / Referee to make the final decision.
6. Give scorecards to the league score keeper which are then entered in the score-rank-standing system.

## LEAGUE REFEREE RESPONSIBILITIES (League Coordinator)

1. **Enforce Rules** - be present during league play to enforce playing rules, help settle disputes and assist players if they have questions about the rules of bocce ball.
2. **Timed Games (Rounds)** - start play, track the time, and stop play when time expires for the game. After each game is finished and scores are recorded, start the next game as soon as possible to ensure league play keeps moving.
3. **Resolves Disputes** - has final word in resolving disputes; Determines (measured) points during play if being disputed. A referee may determine a frame void, at which time a new frame is started at the opposite end of the court. Also manages forfeits.

## GAME CANCELTATION DUE TO WEATHER

Threatening weather and/or if there is thunder and/or lightening before or during play, the league coordinator and/or referee must suspend play immediately.

1. **Canceled Before Game 1 Play Begins** - Make-up games will occur on designated make-up date.
2. **Canceled While Game Is in Progress** - Make-up games will occur on designated make-up date, and interrupted game will be replayed (start over) followed by any remaining games not played.

## LEAGUE RULES

### PLAYING FORMAT – ROUND ROBIN

1. On playing date, 8 teams will play each other once in a round robin format. If a league has less than 8 teams per date, the Isles Bocce Ball Committee may choose to change the playing format to best accommodate the league structure.
2. **10-, 12- or 15-Minute Timed Games or 10 Points** - Each game will be timed by the League Coordinator / Referee not to exceed the time-limit or to whatever team scores 10 points, whichever comes first.

### TEAM TYPE & TEAM FORMAT

1. **Four (4) Players per Team**
2. **Team Type** - Team players can be any combination of men & women, and must be RESIDENTS of the Isles of Collier Preserve (full time or part time), 18 yrs and older.
3. **Team Applications/Registration**
  - a. There's a limit on the number of teams allowed to join the league. Online team registration to join the Isles league during the registration period are accepted on a first come basis. Securing a team slot on a league is final when the registered team pays their Team Fee. Fees are collected when all team slots have been filled.
  - b. A Team and/or a player can only register to join one team if multiple league nights exist (i.e., Wed, Thu, Fri & Sat leagues).
  - c. Registered team players can only be on one team and play in one league night.
4. **Number of Team Players Required to Play a Game**
  - a. **Teams with 4 players** - Players 1 and 2 must be original registered team players from their team; Players 3 and 4 can be original registered team players or substitutes.
  - b. **Teams with only 2 players** - You must have a minimum of 2 original registered players on your team to play. Players must be present on game date/time to play or their team forfeits play. Neither one of these two players can be a substitute player. *See section PLAYER POSITIONS ON A COURT for playing rule details when playing with two players.*
  - c. **Teams with only 3 players** - Players 1 and 2 must be original registered team players from their team; Player 3 can be an original registered team player or a substitute. *See section PLAYER POSITIONS ON A COURT for rule details when playing with 3 players.*
  - d. **Substitute players** - Teams cannot have more than 2 substitutes on a team of 4 players. *See section PLAYER POSITIONS ON A COURT for rule details.*
5. **Players Changing Teams** - players are not allowed to change teams after league play has begun. Teams can recruit substitute players to become a permanent team member players if a team loses a team player.

## FORFEITS, NO SHOW, LATE ARRIVALS

Forfeiting a game is strongly discouraged. Your teammates and opponents count on you to have a full team of 4 players for a competitive game. If a team forfeits, it will result in a 10-0 LOSS for that team for each game forfeited.

1. **Minimum Players** - two (2) registered players from a team must be present on game date/time to compete or the game will result in a forfeit. Teams cannot have more than 2 subs on a team 4 players.
2. **Team is 5 Minutes Late or No Show** - teams must be on the court 5 minutes prior to start of game and be ready to play. If late or no-show, the game will result in a forfeit.
3. **Team Showing UP After League Play Started** - if a team arrives late, they can play in the next game after the existing teams have finished playing their game currently underway. Games prior to their late arrival are forfeited, 10-0.
4. **Player Showing Up Late** - the team will start a game playing shorthanded and will follow the League Rules of a 2 or 3 player team. Or that late player can assume a position at the opposite of the court of where play has begun. If game is in progress when a player arrives, they enter play after the game is completed.
5. **Player Leaves** - if a player leaves a game already in progress, or leaves for the rest of the day, a sub may enter, but not in mid-game. Or the team must use and follow the League Rules of a 2 or 3 player team. The player that left cannot return for the remainder of that game, but can re-enter in the next game.. No stopping of games in progress for bathroom breaks.
6. **Team Quits League** - it is treated as a forfeit for all league games; no refund of team fees.

## SCORECARD & COURT ASSIGNMENTS

1. Prior to the start of every game day, scorecards will be provided to the team captain for each team (see sample scorecard).
2. The scorecard will indicate what teams you play and what courts you play on for each of the games that day.
3. Team captains can assign one or more scorekeepers from their team for each game.
4. Scorekeepers are responsible for maintaining the end-of-court visual scoreboard display during the game.
5. Team Captains are responsible for recording the correct score on the scorecards after each game. Wrong scores recorded may result in forfeit of the game by one or both teams (i.e., both teams receive a LOSS and 10 Points Against).
6. At the end of each Game, the team captains will reconcile their scores with each other and record the score on the scorecard.
7. At the end of the final game that day, the team captains will submit their team scorecard to the league coordinator or referee.
8. **Team Standings** - after each game played, team captains will record on their scorecard a win (W) or loss (L) along with the points scored for their team and their opponent. This information is used to determine ongoing team standings and ranking. Team standings and ranking is based on the following:
  - a. **WINS** - Total number of games won to date.
  - b. **LOSSES** - Total number of games lost to date.
  - c. **PF (Points For)** - Cumulative total of points your team scored for all your wins.
  - d. **PA (Points Against)** - Cumulative total of points your opponents scored against you.
  - e. **PD (Point Differential)** - The numeric gap (or difference) between PF and PA.
  - f. **PFPA** - The sum of total PF and PA.
  - g. **RANKING** - Team ranking is determined by most WINS and most PF.
  - h. **TIE BREAKERS**
    - i. **Team with most PF** - is the tie breaker between teams with same number of WINS and LOSSES.
    - ii. **Team with less PA** - is tie breaker between teams with same number of WINS, LOSSES, and PF.
9. **Championship Playoff Tournament** - typically between all 1<sup>st</sup> place teams from each league night. However, the Isles Bocce Ball Committee reserves the right to change / modify team participation in the playoff tournament depending on the league structure. No Subs allowed. No team roster changes after Week 3. Playing format - best of three games. Teams will be bracketed based on standings. If any 1<sup>st</sup> place team forfeits playing in the championship playoffs, then the 2<sup>nd</sup> place team from same league will play in the championship playoff. Playoff playing rules may differ from league rules and will be noted and published before championship playoff tournament date.

10. See **SAMPLE SCORECARD** below. Areas with BLUE INK represent what the team captains fill in. “W” (won), “L” (lost), and the number of points that their team earned.

## SAMPLE SCORECARD

**SCORECARD** ISLES BOCCÉ 2023 FALL MIXED LEAGUE DATE: 11/15/2023

**WED. LEAGUE**

7 ROUNDS - Playing Schedule & Court Assignment

TEAM #:	Court #	ROUND 1	ROUND 2	ROUND 3	ROUND 4	ROUND 5	ROUND 6	ROUND 7
TEAM NAME: <b>1</b>	<b>Court 1</b>	3 plays 8	2 plays 5	6 plays 2	7 plays 5	1 plays 3	4 plays 5	8 plays 2
DEBOCCERY	<b>Court 2</b>	5 plays 6	1 plays 7	7 plays 8	6 plays 1	4 plays 2	3 plays 6	7 plays 3
TEAM CAPTAIN: LISA AMANN	<b>Court 3</b>	4 plays 7	8 plays 6	4 plays 1	2 plays 3	5 plays 8	2 plays 7	1 plays 5
	<b>Court 4</b>	2 plays 1	3 plays 4	5 plays 3	8 plays 4	6 plays 7	8 plays 1	6 plays 4

Team #	TEAM NAME	ROUND 1	ROUND 2	ROUND 3	ROUND 4	ROUND 5	ROUND 6	ROUND 7	
		ENTER either W or L	ENTER final GAME PTS	ENTER either W or L	ENTER final GAME PTS	ENTER either W or L	ENTER final GAME PTS	ENTER either W or L	ENTER final GAME PTS
1.	DEBOCCERY	W	10	L	5	W	8	L	6
2.	NEW KIDS ON THE BLOCK	L	9						
3.	SON OF A BOCCÉ					L	4		
4.	EASY ROLLERS			L	3				
5.	HAITI HEROES							L	2
6.	BEAUTY & THE BEASTS					W	7		
7.	MOTOWN ROLLERS			W	7				
8.	IRISH BALLERS						W	7	

**SCORECARD INSTRUCTIONS**  
Team Captain is responsible for keeping and recording the score.  
After each ROUND, in shaded areas, record W or L for your team and your opponent, and record points scored for your team and your opponent.

Player 1 Name: LISA AMANN Player 3 Name: GEORGIA CICCHI Is Player 3 a Sub? Y/N  
Player 2 Name: KEN AMANN Player 4 Name: DOM CICCHI Is Player 4 a Sub? Y/N

**SAMPLE SCORECARD**  
This is a sample Scorecard representing Team 1 (called DEBOCCERY) from the WED League who will play against 7 other teams when they meet on Wed's to play. Each team is assigned a League Team Number. At every game-day before play starts, the Team Captain will receive at courtside their Team Scorecard from the (Wed.) League Coordinator. Blue Type on the Scorecard represents everything the Team Captain fills in on game-day after playing each of the 7 ROUNDS. After all 7 ROUNDS have been played and scores are recorded on the Scorecard, the Scorecard is returned to the League Coordinator.

## PLAYER POSITIONS ON THE COURT

The following rules are in place to ensure equal competition and play between two teams on league playing dates. (also see PLAYING RULES for additional details)

- Assigned Courts** - all teams will play each game (round) on their assigned courts as indicated on their Scorecard.
- TEAM with 4 PLAYERS** - a team of 4 will always play 4 balls of the same color per frame.
  - POSITION** any two (2) players of your team at one end of the court, and your other two players at the opposite end of the court. Your opposing team will do the same.
  - The two teams via a captain's coin flip will decide which end to start the first frame of the game (round). Each player on the starting end will throw not more than 2 balls apiece when play starts. When a frame ends, the start of a new frame will always begin on the opposite end of the court. Players are not allowed to switch ends until a game is completed. (see PLAYING RULES for details)
- TEAM with 3 PLAYERS - NEW RULE.** A team of 3-Players will have 2 players play 4 balls of the same color from one end of the bocce court, while the 3<sup>rd</sup> player will only throw two balls from the opposite end of the bocce court.
  - POSITION** any two (2) of your players at the end of the court where play will begin. Put your 3<sup>rd</sup> player at the opposite end of the court. Your first 2 players will throw 2 balls each when playing.
  - When the frame ends and points are determined, your team's 3<sup>rd</sup> player at the opposite end of the court will throw just two balls, while your 4-player opponent throws 4 balls. You will stay in these positions until the game is completed.
- TEAM with 2 PLAYERS** - a team of 2 will only play 2 balls of the same color per frame.
  - POSITION** one (1) player from your team at one end of the court to play, and your 2<sup>nd</sup> player at the opposite end of the court to play. A two player team is allowed to only throw a total of 2 balls per frame, not 4. You will stay in these

positions until the game has ended. The single player at the end of the court where play starts is allowed to only throw 2 balls per frame. This rule is in place for teams who have only 2 players.

5. **MAXIMUM NUMBER OF BALLS A PLAYER CAN THROW** - a player on a team is allowed to throw not more than 2 balls during a frame. The throwing sequence of the two teammates at one end of the court is decided by your team captain and can be changed for each frame. For example, two teammates at the same end of the court, can alternate throwing balls or one teammate can throw two consecutive balls followed by the 2<sup>nd</sup> teammate throwing two balls. Your choice.



## MEASURING

1. Only team captains or designee decide and take measurements if required.
2. How to measure:
  - a. Use the provided league tape measures
  - b. Place the zero end of the tape measure at the center base of the bocce ball being measured.
  - c. Extend the metal tape from its holder or use the white plastic tape.
  - d. Firmly place the Zero end of the measuring tape under the large bocce ball (without moving the ball) so it touches the ground and the bocce ball at the same time.
  - e. Place the edge of the tape measure against the smaller white pallino ball at its diameter so that it makes a single point of contact.
  - f. Measure the two bocce balls in question and record their distances to determine which bocce ball is closer to the pallino. Closer bocce ball wins the point.
  - g. The two team captains will decide the measuring results. The League Coordinator / Referee will resolve measuring disputes and make the final decision if necessary.
3. If balls are moved during measurement, the captains agree to return balls to approximate positions and measure again, or call in the referee.
4. Measuring takes time and will slow down the speed of the game. Only measure when necessary.



# PLAYING RULES

## ROUND-ROBIN PLAYING RULES

1. **GAME DAY** - A playing schedule and scorecard will be provided to all team captains on Game Day by the League Coordinator.
  - a. **NUMBER of GAMES PLAYED** - the 8 teams will play each other once which equates to each team playing 7 games. If the league has less than 8 teams per night, the Isles Bocce Ball Committee may change the playing format to best accommodate the league structure.
2. **ASSIGNED COURT** - All 4 bocce courts will be used simultaneously on game day. Teams will alternate playing on all 4 courts per the playing schedule.
3. **10, 12, 15 MINUTE TIMELIMIT TO PLAY EACH GAME** - A game is played to 10 points or to the time limit of game (round), whichever comes first. Time limit of game is announced and monitored by the League Coordinator.
4. **THROWN BALL HITS BACKBOARD** - If any bocce ball thrown hits the backboard without touching the pallino or another ball first, it is a dead ball and removed from the court and does not figure in the scoring.
  - a. The same team must throw again and continue to throw a ball until a valid point is established.
    - i. **A VALID POINT** - is when a team's bocce ball is closer to the pallino than the opposing team's closest ball. The team that won the point(s), throws first in the next frame.
5. **WHEN GAME TIME LIMIT EXPIRES**
  - a. First team to reach **10 points** before game time expires **wins that game**.
  - b. If you are in the middle of a frame and the whistle blows, you finish the frame, award any points, and the game ends.
    - i. **NEW RULE** - if the pallino has been thrown and it is in play and the whistle is blown to end the game, this is a legitimate frame and should be played out.
    - ii. The team that has the **most points after the time limit wins that game**.
    - iii. **If it is a tied score, the two teams have a SHOOTOUT.**
6. **SHOOTOUT IF TIED SCORE** - teams will immediately have a SHOOTOUT.
  - a. Each team will choose one player who will throw a single bocce ball. Team captains **FLIP A COIN**, winner chooses to throw 1<sup>st</sup> or 2<sup>nd</sup>.
  - b. Coin flip winner chooses what end of the court to place pallino. On the second foul line (furthest from the backboard) at the far side of court, in the middle of the court.
  - c. Closest bocce ball thrown to the pallino is the tie breaker, adding 1 point to the existing score to break the tie. If two bocce balls thrown are tied, repeat shootout until tie is broken.
7. **START TIME** - All league **games start promptly on time**. At 4:00 pm for Wed, Thu, Fri. 3:00 pm for Sat. Practicing should be completed 10 minutes before league games start.

## FIVE (5) MINUTES BEFORE GAME (ROUND) STARTS

1. **5 MINUTES BEFORE GAME STARTS**
  - a. **TEAMS TAKE THEIR POSITIONS ON THEIR ASSIGNED COURT** - To avoid a forfeit, teams must be on their assigned court 5 minutes before game start time and in their correct PLAYING POSITIONS at each end of the court.
    - i. A team of 4 will always have 2 players at each end of the court (see 4, 3, or 2-PLAYER TEAM POSITION ON A COURT section under League Rules if you are playing with a team of 2 or 3).
  - b. **TEAM CAPTAINS FLIP A COIN**
    - i. Starting Game 1 - Coin flip between both team captains. Winner of coin flip picks what ball color their team gets, what team throws the pallino to start the frame of Game 1.
    - ii. Game 1 for all teams starts on the pickle-ball parking lot side for all 4 courts.

- iii. Subsequent Games - Same rules as starting Game 1 except the coin flip winner pick also chooses which end of court to start play.
2. Only the player throwing the pallino or a bocce ball is allowed on the court when executing a shot.

## REFEREE STARTS/STOPS TIMED GAMES

1. Before the start of each game, the League Coordinator / Referee confirms that all teams are at their correct court positions, and ready to play.
2. Referee will announce “PLAY BOCCE” and the 10, 12, 15-minute game timer will start.
  - a. Teams will start play, and each game is played to 10 points or -10, -12, -15 minutes, whichever comes first.
3. Referee will announce “STOP PLAY,” blow whistle when the time limit has expired.
  - a. Teams that are in the middle of a frame will finish playing out their frame and then record their score.
  - b. Any tied games, teams will perform a SHOOTOUT.

## START PLAYING A GAME

1. **TOSS THE PALLINO (START OF A FRAME)**
  - a. A player from the team who starts the frame tosses pallino from behind the first line closest to the backboard.
  - b. **MUST BE A VALID PALLINO TOSS** - the pallino must pass the court center line and roll not more than approximately 1 foot past the last foul line (closest to the backboard) and is at least 1 foot from sideboards.
  - c. **IF INVALID PALLINO TOSS** - the opposing team will then toss the pallino to put it in play.
    - i. If not a valid toss again, the original team will toss again. Alternating the toss continues until a valid toss.
2. **THROWING THE FIRST BOCCE BALL**
  - a. **ANY PLAYER FROM TEAM THAT STARTS THE FRAME** - will throw the first bocce ball and establish a valid point.
3. **THROWING THE REST THE BOCCE BALLS**
  - a. **OPPOSING TEAM THROWS** - players on the opposing team then throws their bocce ball and continues to throw a bocce ball until a valid point is established for their team (i.e., their team’s bocce ball is closer to the pallino than the opposing team’s closest bocce ball).
    - i. IMPORTANT. After a bocce ball is thrown, if necessary, the captains or their designee determines (visually or by measuring) which ball is closest to the pallino to validate and announce which team is next to throw.
  - b. Once a team establishes a valid point from a throw, the opposing team will throw until they establish a point or have thrown all their balls. If they tie, they still continue to throw until they establish a point.
  - c. Play alternates until all bocce balls have been thrown and winning point(s) are established.
  - d. Players may use sideboards at any time when throwing.
  - e. Each player on a team is allowed to throw not more than 2 balls apiece during a frame.
4. **END OF FRAME and ESTABLISHING GAME POINTS**
  - a. **END OF FRAME** - when all bocce balls have been thrown and points are determined.
  - b. **ESTABLISHING POINTS** - team captains determine which team has one or more balls closest to the pallino.
    - i. Each bocce ball that is closer to the pallino than the opposing team’s closest ball is worth 1 point.
    - ii. If a bocce ball is touching the pallino it is called a kisser and is worth 2 points. If not touching, it’s 1 point.
    - iii. If each team’s closest ball to the pallino is the same distance, it is a tie and no points are awarded to either team for that frame.
  - c. **GAME POINTS** - The team who won the point(s) wins the frame, and those points are added to the team’s score.
5. **START OF NEXT FRAME** - is from the opposite end of the court. The team who won the previous frame throws the pallino to start the (next) frame.
6. **GAME’S TIME LIMIT EXPIRES**
  - a. If a team reaches 10 points before the game’s time limit expires, they win the game automatically.
  - b. When the referee announces “STOP PLAY,” and the game’s time limit has expired:
    - i. If teams are in the middle of a frame, they finish that frame, then award any points, and the game ends.

- ii. If there is a tie game, the two teams immediately have a SHOOTOUT to determine the winner of the game.

**7. AFTER ALL ROUND-ROBIN ROUNDS HAVE BEEN PLAYED**

- a. If there are more rounds to play, *follow same Playing Rules under FIVE (5) MINUTES BEFORE GAME (ROUND) STARTS section.*
- b. When all teams have completed their final game for the day, the team captains double check and verify their scorecard for all games played and turn it in to the League Coordinator before leaving.

## RULES FOR THINGS THAT CAN HAPPEN DURING THE GAME

**1. WRONG TEAM THROWS**

- a. **PALLINO** - If the wrong team throws the pallino, bring it back to the correct team to throw.
- b. **WRONG TEAM STARTED THE FRAME** - If bocce balls from BOTH teams have been thrown into play before a team realized that the wrong team started the frame, continue with the frame “as is.”
- c. **TEAM THREW OUT OF TURN** - The opposing team can decide to leave their opponent’s ball in play, OR have their opponent pick up their ball and wait your turn. If your opponent hits a ball and are told to pick up their thrown ball, all the hit ball(s) are put back in their original approximate positions as best as possible.
- d. **TEAM THROWS WRONG COLOR BALL** - Replace it with the correct color ball after the ball stops rolling.

**2. PALLINO IS KNOCKED TO THE BACKBOARD**

- a. The pallino is always a valid target and remains in play even if it strikes the backboard after being struck by any valid bocce ball during a frame.

**3. PALLINO IS KNOCKED OFF THE COURT**

- a. The frame is considered void and the team that started the frame will begin again at the opposite end of the court, but the time clock continues to tick.

**4. PALLINO BOUNCES BACK IN FRONT OF CENTER LINE AFTER BEING STRUCK**

- a. The frame is considered void and the team that started the frame will begin again at the opposite end of the court.

**5. BOCCE BALL GOES OFF THE COURT**

- a. It is a dead ball and is removed from play for the remainder of that frame. Any other balls on the court that were moved as a result must be placed back into their approximate original positions as best as possible.

**6. PLAYER RELEASES A PALLINO or BOCCE BALL WHILE FOOT (SHOE) ON OR PAST THE FOUL LINE**

- a. Their ball is removed from play and any balls moved as a result must be placed back to their approximate original position. **NEW RULE:** if any part of the foot (shoe) is on or past the foul line when the ball is released, it is a foot fault. Players/captains will use their “best judgment” since there is not a painted foot fault line on the bocce courts, only a marker on the side boards. A friendly warning / reminder may be appropriate.

**7. PLAYER MOVES A BALL ON THE COURT**

- a. It is reset to its approximate original position.

**8. BALLS MOVED WHILE MEASURING**

- a. The captains agree to return balls to approximate positions and measure again, or call in the referee.

**9. INTENTIONALLY SLOWING GAME PLAY**

- a. **NEW RULE:** If it is determined by the League Coordinator / Referee that a player is intentionally slowing game play, for example and especially near the end of a game, that player’s team will forfeit the game 10-0.

## RULES FOR DETERMINING TEAM’S LEAGUE STANDING

- 1. **NO TIE GAMES** - There are no tie games allowed because a SHOOTOUT determines winning team.
- 2. **DETERMINING TEAM’S LEAGUE STANDING** - For each game played, 1 point is recorded for a game won, no points for a loss, and points-for (PF) and points-against (PA) are recorded and accumulated. Total wins, total losses, accumulated points-for and points-against will determine a team’s standing (rank).