

# Olé Bocce League Rules - Rev 10, 2019

Updated January 9, 2019

## The Equipment

Bocce is played with eight large balls and one smaller target or object ball called a pallino. 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.

Bocce is played on a court. All eight balls are thrown to determine points in a frame.

## The Team

The game is played with two teams, with each team having four players. Two players of each team will be stationed at each end of the court and each player will throw two balls in any sequence in the frame.

## The Match

A match begins with the toss of a coin. The team that wins the coin toss can choose to either have first toss of the pallino or the color of the balls they will use.

Team matches are best 2 games out of 3. Do not play the 3rd game if one team wins the 1st 2 games.

## Beginning the Game

To start a game, the pallino is rolled or tossed by a member of the team as determined by the coin toss. A player can toss the pallino any distance so that it rests between and not on or touching the center line of the court and the foul line at the other end of the court. If the player fails to toss the pallino properly into play, a member of the opposing team will toss the pallino into play. If the opposing team fails to properly toss the pallino into play, the toss reverts to a member of the original team. This procedure will continue until the pallino is properly in play.

If the tossed pallino comes to rest less than 6" from the boards, it is repositioned at 6" on a line perpendicular to the boards intersecting the original position.

Once the pallino is properly in play, it remains in play even if it hits the backboard. However, if the pallino is knocked out of the court or in front of the center line, the frame is ended with no scoring and play resumes from the opposite end with the same team tossing the pallino.

## The Game

The player originally tossing the pallino must deliver the first bocce ball. Any thrown bocce ball thrown before the pallino is in play will be considered a practice toss. The practice tossed bocce ball(s) is retrieved and no penalty is awarded. If the *first* bocce ball delivered does not completely pass the center line (that is, it is on or touching the center line) or hits the backboard without touching the pallino first, the bocce ball is removed and that team rolls again until the first bocce ball is put into play. Teams continue until the one of its bocce balls is closer to the pallino or has thrown all of its balls.

The "nearest ball" rule governs the sequence of thrown balls. The side whose ball is closest to the pallino 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 pallino. This continues until both teams have thrown all their bocce balls. 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 pallino into play.

All balls must be thrown palm-up underhanded. A team has the option of rolling, tossing, banking, etc. its ball down the court provided it does not go out of bounds 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 pallino, knocking the opponent's ball away from the pallino, or hitting the pallino so that it ends up closer to your team's ball.

A player should not step on or over the foul line before releasing any ball. If a player steps on or over the foul line, the player will receive one warning. For a player that commits a second foul line infraction, the team fouled against will be awarded points as they were immediately proceeding the foul and the frame will end. The team committing the foul will be awarded no points for the frame. Or, the fouled against team may have the option of declining the penalty and completing the frame.

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When throwing, a player must keep at least one foot completely within the court.

If a player unintentionally throws a ball of the opposing team, the ball is simply replaced where it comes to rest and no penalty is incurred.

Any ball that does not completely pass the center line (that is, it is on or touching the center line) or makes contact with the backboard without touching another ball is considered a dead ball and is removed immediately from play until the end of a frame. If a ball after hitting the backboard strikes stationary balls or the pallino, the stationary balls and pallino are replaced to their original positions.

All balls in each frame must be thrown. Intentional Grounding is allowed at any time, that is, a ball can be thrown so as not to score and avoid unintentionally displacing other balls.

Once a ball is properly in play, it remains in play even if it hits the backboard.

Players who are at the receiving end of a frame can only step on the court to determine the "in" ball, take a requested measurement, or to reposition balls that were struck by a dead ball, and not to determine the throws for their team.

At the end of each game, players switch ends. The next game begins with the other half of the winning team, that scored the last points, delivering the first pallino.

Good sportsmanship is encouraged, and spectators and players should respect a thrower's need to concentrate and focus on their shot. "Coaching" and "officiating" by spectators is not sportsmanlike in this recreational league and is generally not taken as a form of encouragement.

## Measuring

A player may request an "in" count or a measurement at any time. Only one person from each team, as designated by their team captain, can step on the court to measure.

All measurements should be made from the center of the pallino to the edge of a bocce ball.

## Scoring

At the end of each frame, after all eight balls are thrown, points will be awarded. Only one team scores in a frame. One point is awarded for each ball that is closer to the pallino than the closest ball of the opposing team.

In the event that the closest ball of each team is the same distance from the pallino, no points will be awarded and the pallino returns to the team that delivered it. Only balls which are distinguishably closer to the pallino than any of the opponent's balls are awarded points.

Games are played to 10 points with the first team reaching 10 points after a complete frame being the winner of a game. Team matches are best 2 games out of 3. Do not play the 3rd game if one team wins the 1st 2 games.

Upon completion of the game, the winner will notify Bruce Grandin of the scores by an email to [bg61red@gmail.com](mailto:bg61red@gmail.com) or text 631-335-8312

## Match No-Show

A team that does not show up for a match by match start time and had not notified the opposing team that they will be late or must reschedule, will forfeit the match. The forfeited game scores will be 10-0 and 10-0 for two games in the match, credited to the team that was at the game.

## Rained Out and Rescheduled Games

The decision to reschedule a match because of rain will be made at match time at the bocce court.

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Other than a rained out game, 24 hours notice is needed to be given to the opposing team by the team wanting to reschedule a game. Otherwise the rescheduling team will forfeit the game, unless the opposing team agrees not to do so.

Rescheduled matches can be played at any time acceptable to the teams.

*Please notify Bruce Grandin of rescheduled games.*

**Substitutes :** Every effort should be made by a team's captain to secure replacement players for a match from the SUBSTITUTE LIST provided. It is strongly recommended that each person on the substitute list be asked before a player from another team is used as a Substitute.

Substitutes cannot be used for the Playoff Matches. If a team cannot compete with the team as registered at the beginning of the season for a playoff Match, that match will be forfeited. Only under exceptional circumstances will the Rules Committee consider a waiver to this Rule.

**Tiebreaker(s):** {if needed for playoff seeding}

If two (2) teams are tied with the same league match record, the Head to Head winner holds the higher seeding.

If three (3) or more teams are tied with the same Overall match record, the best Head to Head Win-Loss Game Percentage among the three or more teams tied determines the higher seed.

*If still tied*, the Points For vs. Points Against differential are tallied among the teams that are tied and the team with the greatest positive differential is declared the highest seed.

*If still tied*, the Overall Game Percentage for the entire League season determines the highest seed.

*If still tied*, the Overall Points For vs. Points Against differential is tallied to determine the highest seed.

*If still tied*, a single game elimination round robin schedule is played to determine the highest seed.

## Playoffs

If Ten (10) or fewer teams are in the league, the top four teams will enter the playoffs. The semi-finals will pair #2 vs. #3 seeded teams and the #1 vs. #4 seeded teams playing each other. The winners of the semi-finals will play in the Final championship match.

If ( 11, 12 or 13 ) teams are in the league, the top six teams will enter the playoffs. The #1 and #2 seeded teams have a bye for the Quarter finals.

Quarter finals:

1. Team #3 will play team #6.
2. Team #4 will play team #5.

Semi finals:

1. Winner 3/6 will play team #2.
2. Winner 4/5 will play team #1.

Championship:

Semi-final winners play for the Final championship match.

If there are 14 or more teams in the league, two divisions { Green and Red } will play each team within their own division and a number of Inter-division matches. Three teams from each division will advance to the playoff round. The exact format will be determined prior to the beginning of the season.