

BOCCE RULES

(Modified from rules provided by the Connestee Falls Bocce League)

The purpose of the game is to provide a competitive and enjoyable activity in a social and friendly atmosphere. Being a good sport is a must! It is only a game.

1. Bocce may be played by two players or by teams with a maximum of four players each. In team play each player will put one bocce ball into play. No substitutions from other teams or spectators are allowed.
2. A team may compete with a minimum of three players without forfeiting the game. The fourth bocce ball must be rotated among the three players.
3. A coin toss will determine which team/player starts with the pallina and has choice of ball color.
4. The starting team/player has three attempts to toss the pallina beyond the midline of the court, four feet from the backboard, one foot from either sideboard. If the player is not able to place the pallina properly in those three attempts, the captain of the opposite team will walk to the point in the center of the court and place the pallina in a legal area.
5. The player who tosses the pallina delivers the first bocce ball in a frame.
6. When a player is delivering the bocce ball or pallina, ALL other players should be OFF the court.
7. The team/player whose bocce ball is closest to the pallina is the *in* ball. The opposing team's/player's objective is to place their ball closer to the pallina. Whenever a team/player gets *in*, they step aside and allow the *out* team/player to deliver. This continues until all eight balls have been played.
8. The starting team must deliver the first bocce ball to establish the *point* or *in* ball. The opposing team will then deliver its bocce balls until the *point* is taken or until all four of their bocce balls are tossed.
9. During play, any bocce ball which goes out of the court is considered disqualified and out of play even if it bounces back into the court.
10. If a player tosses a wrong colored ball, replace the ball, already on the court, with a correct colored ball.
11. If an *in* team player tosses a ball before the required *out* team player, the frame is canceled and repeated. Repeating a frame means that the pallina is returned to the team which delivered it to start the frame, from the same side of the court.
12. If the pallina is struck and knocked out of the court, the frame is canceled and repeated. The pallina is out of play even if it bounces back into the court.

13. There are two methods of scoring.
 - A. Point Limit – The teams/players decide on a number of points to be scored. The first team/player to reach that number is the winner. (A game is usually played to 16.)
 - B. Frame Limit – The teams/players decide on a number of frames to be played. The number should be an even number. The team/player with the highest score at the end of the set frames is the winner.
14. To automatically rotate players on a team correctly the following method will be used. Each player receives a number 1 through 4. In frame 1, player 1 rolls the first ball; in frame #2, player 2 rolls the first ball, and so on throughout the game. At no time can one player be assigned the task of always delivering the pallina.
15. For every bocce ball of Team One closer to the pallina than that of Team Two, Team One scores one point or vice versa. A team can score a maximum of four points in any one frame.
16. The team captains or their designated representatives should measure to determine which bocce ball is closest to the pallina or which team is the *in* team. All measurements must be made from the inside dimension of the bocce ball to the inside dimension of the pallina. During measurements, all other players must be off the court.



17. After a frame is completed (all eight balls are tossed) if both teams closest bocce ball is the same distance from the pallina, no points will be awarded and the frame is repeated, at the same end with the same starting team and rotation.
18. During play of a frame, before all eight balls are tossed, if both teams' closest balls are the same distance from the pallina, the *out* team continues with another toss.
19. The winner of the previous frame delivers the pallina of the following frame.
20. Each player has the option of tossing, rolling, or bouncing the ball down the court. Balls must be tossed with an UNDERHAND motion. Volo shooting (lofting the ball in the air beyond the center line of the court) is not permitted.
21. When tossing the bocce ball or pallina, the player MUST be behind the four-foot boundary (foul) line. One warning will be granted to a team after which penalties will be prescribed. The penalty for a team committing a second foot-line infraction during a game will be as follows
 - A. The fouled against team may have the option of declining the penalty and completing the frame.
 - B. The team fouled against will be awarded points as they were immediately preceding the foul and the frame will end.
 - C. The team fouled against will be awarded one point and the frame will end.
22. As a safety measure, only the team captain or designated player should return balls to the backboard after completion of a frame for continuing play. All other players should be off the court.