

RULES FOR SCCL BOCCE CLUB – Published March 2023

PLAYING THE GAME:

1. The basic object of the game of Bocce Ball is for one team to get more of their balls closer to the palino (a yellow or white target ball) than the opponent's balls.
2. A “**frame**” consists of both team’s members at one end of the court throwing all balls in one direction. A new frame starts with the remaining team members at the other end of the court throwing all 8 balls in the return direction.
3. Teams are made up of 2 to 4 players. There must be 2 teams per court, with one to two players from each team assigned to each end of the court. The rule for playing with less than 4 people is that at each end of the court there must be two people who throw 2 balls each. Therefore, if there are 3 people on a team, one person will be at one end, the second person will be at the other end and the third player will alternate between ends. If a team consists of 2 players, both players must alternate between ends of the court at the start of each frame.
4. To start the game, a coin is tossed (or any other such means). The designated winner selects their ball color (red or green) and chooses one of the following options:
 - Play first by tossing the palino and the first ball to start the game.
 - Play second by letting the other team toss the palino and the first ball.
5. The palino must be thrown to at least the mid-court line but not beyond the far end foul line. If it is not thrown within these boundaries, the palino is returned and the other team then throws the palino and the first ball. If neither team tosses the palino within these boundaries, the palino is placed on the midcourt line and the first team begins play. If the palino lands closer than 12 inches to the side wall, the palino must be placed at a distance of 12 inches perpendicular to the side wall.
6. After the palino and first ball are thrown, the other team continues to throw, alternating players, until they place a ball closer to the palino than the first ball, or until all their 4 balls are thrown. When the second team has one of their balls closer to the palino than the first team, the first team throws until they get one of their balls closer to the palino than the second team. This continues until all balls are thrown. If a person throws the wrong colored ball, that ball will be replaced with the proper colored ball.
7. A “volo” is a high arcing throw of a bocce ball thrown beyond the mid-court line before landing. Such throwing is not permitted because of safety considerations and to prevent damage to the balls and courts.
8. When all balls have been played for each frame, one team is awarded one point for each of its balls which is closer to the palino than the closest opposing team’s balls. Thus, one team may score 1 to 4 points at the end of each frame. A game is won by the first team to score (at least) 12 points, provided that the team wins by at least 2 points. The winning team does not have to throw all of their remaining balls, just enough to win.
9. Scoring is conducted by the players on the end of the court not throwing the balls. The decision of the scoring players is final. This includes deciding which team is closest to the palino for the purpose of determining which team throws the next bocce ball. If the situation arises that the players who would normally be making the scoring decisions are not physically able to perform this function then the players should elect to default to the other players doing the scoring. Common sense should prevail.
10. Only one team scores in each frame. The team with the ball(s) closest to the palino determines the team that scores points. Measuring should be with the cup centered on the palino and the cord stretched to the nearest edge of the closest ball of the opposite color. That point on the cord is held (the touch point), the nearest edge of the closest ball of the opposite color. *(Continue on next page)*

That point on the cord is held (the touch point), the cup is held firmly in place over the palino, and the cord rotated to each of the balls in question. If the touch point does not touch a ball of the opposing color, it is farther away than the first ball measured, and that ball does not get a point. If the touch point exceeds the closest edge of the ball being measured, it is closer and wins a point. If the touch point matches the first ball's touch point, they are the same distance, and no points are awarded to either of these two balls. The ball that is then the closest to the palino is awarded the point as well as any of the same color balls that are closer than the opposing color balls to the palino excepting the two balls that are equal distance from the palino.(rev. 12/13). Care must be taken not to disturb the positions of balls being measured.

11. Whenever the bocce ball is touching the palino at the end of a frame, that team will receive an additional bonus point. This is called **Bocce** (or Kiss). It is therefore possible for a team to earn 5 points in a frame. (Note: the bocce ball must be in complete contact with the palino at the end of the frame. There cannot be any visible space, or a dollar bill, holding one end, cannot be passed between the ball and palino.

12. Bocce balls thrown that do not cross the mid-court line are eligible to score points if they are in fact the closest balls to the palino.

13. A thrown bocce ball that does not touch any other ball or a side wall [rev.12/13] on its way to touching the backboard is not eligible to score points; It should be removed from the court for the remainder of the frame.

If such a ball strikes a stationary ball after touching the backboard, that stationary ball shall be replaced to its approximate original position.

14. If a person throws the wrong-colored ball, that ball will be replaced with the proper colored ball, no penalty is assessed.

15. No balls should be moved until both teams have agreed on the point total for the frame.

16. The team that scores points in one frame starts the next frame by throwing out the palino and the first ball.

17. The game is played to 12 points; however, the winning team must win by two points. If the team reaching 12 points first does not have a 2-point advantage, play continues until one of the teams has a two-point advantage at which point the team with the two-point advantage is the winner of the game.

Playing Etiquette

- Be responsible and help each other out. It is not the responsibility of just one person or team to constantly clear the court of balls at the end of each frame; All players need to help with the play of the game.
- Do not stand on the court while a player is throwing their ball from behind the foul line – this includes behind that player.
- Players on the throwing end of the court should not participate in the scoring decision on the opposite end of the court.
- (foul line) A player may step on but should not step over foul before releasing the pallino or bocce ball

FUN (NON-LEAGUE) SPECIFIC RULES:

1. Bocce Ball Club members must sign in when arriving for scheduled fun play times. You must be a paid member of the bocce club for the season. [rev 1/20]

2. The team in the lead after 30 minutes of play is considered the winner and moves to the next court for the next game (the losing team stays at the same court for the next game). A warning to finish the current frame is usually given prior to 30 minutes; an extension of time may be granted to break a tie. If teams finish their game by one team scoring 12 points before 30 minutes is up, they can simply play for fun, watch others play, or sit and visit until the rotation. Note: A team reaching 12 points must win by 2 points. If a team reaches 12 points without a 2-point lead, play continues until one of the teams has a two-point lead or time has elapsed, in which case the team with the most points wins.

3. Rotation occurs as follows:

Court 1 winners move to court 2
Court 2 winners move to court 3
Court 3 winners move to court 4
Court 4 winners move to court 1

4. Scores are not recorded. Team scores are tracked during play only to determine which team rotates to the next court for the next game.

LEAGUE SPECIFIC RULES:

1. Teams will play according to the published schedule which designates both court and opposing team.
2. Late Arrivals and Substitutions. A team not showing within 10 minutes of the scheduled starting time forfeits the games. [rev 3/23] There must be at least two players per team, including substitutes, to avoid forfeiture of the match. A team missing player at the start of the game may begin play at the scheduled start time.

A player arriving late may enter a game, but only after the completion of the frame. A team may make one substitution per game. Substitutions may only be made between frames. Substitutes have to had paid their dues to the bocce club for that season. [rev 1/20]. At least two members of the team (not a substitute) must play during the entire game or the game will be forfeited. [rev3/17].

3. Team captains are to record the results on the score sheets provided each week and turn them in to the **League Scorekeeper**.

4. **The League Leader** is responsible for determining whether or not a scheduled game can be played or needs to be canceled.

If the League Leader determines that a scheduled game should be canceled (due to inclement weather or other causes), he/she should notify the team captains at least one hour before the scheduled start time. In turn the Team Captains are responsible for notify the team players of the cancellation. In the event of cancellation before the scheduled start time, 1 point will be awarded to each team. [rev 6/15].

5. The League Leader is responsible for determining if a game must be suspended after it has begun, The winner of the game is determined by the points on the scoreboard at the time of suspension. The team with the highest point total will be scored as the winner. Tied games will not be awarded any points. Any games completed before the suspension will be counted and scored as normal. [rev 6/15].

TOURNAMENT SPECIFIC RULES:

6. A "team" is defined as the same 4 players playing at the start and thorough out the entire tournament. This must be the same 4 players. Less than 4 players are not allowed and is a disqualification. A "team" *"must* consist of 2 of the original team members. Less than 2 original team members is a disqualification. Substitutions are allowed as described below. In addition, substitute players are only allowed to play on one team during the tournament. (Rev 11/17)

7. **For Tournament play**, each team is allowed up to 2 substitutes if:

- Each substitute player played on a league team during that year **AND**
- Each substitute player paid their Club dues during that year. (Rev 3/17)

MISCELLANEOUS:

1. Members and guests are permitted to bring plastic or canned beverages for personal consumption during league or social play on SCCL Bocce Courts and bench areas. This includes alcoholic beverages. Glass containers are not allowed. All litter must be deposited in the appropriate trash containers located at the Bocce Courts. All members and guests are encouraged to use appropriate language on the Bocce Courts....swearing is not allowed. There is no smoking on the Bocce Courts or in the bench areas. [rev.2/13].

Remember, the most important rule is to enjoy and have fun! "There is beauty in simplicity". Let's simply have fun.