



# **Forgotten Star Brewery**

## **2024 Bocce Ball Rules & Regulations**

(subject to change)

### **TEAMS:**

1. Teams **MUST** have 4+ people on their roster. Teams **MUST** make an effort to have 4 players each week. In the playoffs teams must have a full team of 4 people.
2. If a team is more than 15 minutes late without having made previous arrangements with the opposing team or the league coordinator, the team will be awarded 4 points. Every 5 minutes after that teams will receive an additional point. If a team is 30 minutes late the games will be lost by that team.
2. No player is permitted to throw more than 3 balls during one frame
3. A team must have one player designated as the team captain. They are responsible for informing the team about rules and regulations, along with informing the team about game times/updates.
4. If a team misses a league night without informing the league coordinator, the team will lose eligibility for ANY byes in the playoffs.
5. If a team misses two league nights without informing the league coordinator, the team won't be able to qualify for the playoffs.

### **COIN TOSS:**

1. Begin the match with the flip of a coin (or play Rock, Paper Scissor). The winner of the coin flip has the first toss of the pallino and chooses the color of the team's balls. The loser gets to choose the side they start at.

### **PALLINO THROW:**

1. The pallino is the first ball put into play and is thrown underhand from behind the pointing

foul line. The pallino may bounce off the sideboards.

2. Pallino cannot be thrown past the back foul line (back wall). A team has two chances to put Pallino in play. If the player does not succeed, the opposing team can then throw the Pallino anywhere in play. "In play" means between the center line and end line and 1 or more feet from either side board of the alley. Aim for the center of the court. Team who throws Pallino gets the first shot.

3. Once the pallino is in play, the pallino can be knocked anywhere on the court except back over the centerline or out of the court.

- a. if the pallino is knocked out of the court or it is knocked in the front of the centerline, the frame will end, no points are awarded, and the game will resume from the opposite end of the court with the same team tossing the pallino.

4. After the first pallino throw, the following throws will be determined by which team scores in the previous round, they get to throw the pallino.

#### **BOCCE BALL THROWS:**

1. The initial pallino thrower always throws the first bocce ball. Then alternate throws. All balls are thrown underhand. If the first ball hits the backboard without hitting the pallino first, the ball is removed and the team throws again until they have a ball in play.

2. All bocce balls are thrown from behind the pointing foul line. Any ball released behind the pointing foul line is considered a throw for points.

3. Pallino throws must go past half way, but bocce throws don't have too.

4. Each succeeding ball is thrown by the team that does NOT have the ball closest to the pallino. In the case of a tie, or any dispute that cannot be settled, no points are awarded to either team. Players may request an "IN" count or a measurement at any time. An "IN" count is not official until all 8 balls have been played and necessary measurements made.

5. Balls may be bounced off or played against sideboards.

6. A ball hitting the backboard without first touching the pallino or another bocce ball is a dead ball and is removed from play.

7. If a player throws the wrong color ball, it is replaced with a correct color ball after the ball comes to rest.

8. If a player throws when the other team should throw or throws more than 2 balls, that ball is removed from play.

9. The person(s) doing the measuring must press and rotate balls and the pallino before measuring to mark their original position on the court surface. If a ball or pallino is accidentally moved while measuring, it is replaced to its original marked position.

10. A bocce ball, for whatever reason, that goes out of the court is a dead ball and is removed from play for that frame.

11. Volo shooting (lofting the ball in the air beyond the centerline of the court) is not permitted.

#### **FOUL LINES:**

1. Players may step on but not over the proper foul line before releasing the pallino or a bocce ball. (Toe of foot can not exceed the width of the foul line mark.)

2. If a player's toe exceeds the width of the proper foul line before releasing a ball (bocce or pallino), they will receive one warning. Subsequent fouls will result in nullifying the pallino throw or removal of the thrown bocce ball from play. Standard Penalties apply.

#### **VIOLATIONS**

1. If a player steps over a designated line when making a throw, that is a foot fault. The penalty is an invalidation of that throw after one warning.

2. If a player makes a throw out of order, the teams can agree to let it go or to replace the balls approximately where they previously were.

3. Lastly, no one from the opposite team should try to distract a thrower.

#### **SCORING:**

1. The official score for the frame is determined after all 8 balls have been played and measured to the captains' satisfaction. One point is awarded for each ball of a team that is closer to the pallino than the opponent's closest ball (1 to 4 points).

2. If the player's bocce touches the pallino, it is called a baci and the team earns 2 points for that ball (one point for being the closest and an additional point for touching). There could be multiple touching.

3. The team that scores in the last frame throws the pallino in the next frame and play continues as above.

4. If each team's closest balls are tied, no score is made and play continues at the opposite end with the team scoring the point(s) in the previous frame delivering the pallino.

5. The team that first scores 16 points, wins the game (or whoever is up after the hour).
6. After your game, please report your scores on the Bocce Leagues Website!

**STANDINGS:**

1. Standings are based off a team's record
2. If a team have the same record, the tie breakers are (in order):
  - A. Points scored
  - B. Points Against
  - C. Head on Head game record

**SUBSTITUTION:**

1. Substitutions may only be made between games or between frames.

**TIES:**

1. If the game stops on time and the score is tied, both teams enter Sudden Death.

Sudden Death Procedure:

- Each team gets only one bocce ball throw to win the game.
- Each team selects one player to represent them.
- The two chosen players play a quick game of rock, paper, scissors.
- The winner of rock, paper, scissors decides either to:
  - Throw the pallina (the small target ball) and then the first bocce ball
  - Or throw the second bocce ball.
- The team whose bocce ball is closest to the pallina wins the game.