

**ITALIA- AMERICA BOCCE CLUB  
OPEN BOCCE  
HOUSE RULES**

**ETIQUETTE RULES OF BOCCE**

1. Always stand behind (at least 2 feet) from the player throwing the ball.
2. When a player is ready to shoot the ball, the player must announce their intention to the players on the opposite end. The players on the opposite end must move in front of the ball that is to be hit or step off the court to avoid interfering with the movement of the balls.
3. In the spirit of good sportsmanship, no attempt shall be made to break a player's concentration.
4. Players will remove all glasses, bottles or debris before leaving the court area.
5. Only members are allowed to play in bocce leagues.
6. **Only flat-soled shoes are allowed on the courts. (no heels)**
7. **No Food or Drinks allowed on the Courts.**

**OPEN BOCCE TEAM REQUIREMENT**

1. A minimum of four players constitutes a team.
2. A minimum of three players is needed to play. These players will rotate.
3. In order to have three players, a 15-minute grace period is allowed. Failure to have 3 after the 15-minute period will result in forfeiting the first game. A 45-minute time limit from schedule time is allowed to have the required number of players before the second game is also forfeited.
4. If a team is unable to meet the required schedule and wishes to reschedule, the captain must contact the opposing team's captain a day prior to the schedule game or you forfeit the game. Both teams must consent to the change. All rescheduled games must be played no later than 3 weeks from the night of schedule game, if less than 3 weeks are left in the season game must be made up by the last scheduled league night. (Must tell that night's Commissioner when makeup is schedule, if the teams cannot set a date the Commissioner will then set a date). If make-ups are not played within specified time frame, each team will receive a zero. Any teams that doesn't make up or forfeit their game will be subject to disciplinary action by the Bocce Committee.

**OPEN BOCCE GAME RULES**

1. Each game will begin with the toss of a coin. The winner of the coin toss picks the color of balls, the end of the court which play begins and starts the game by throwing the pallino
2. Any player will play no more than two balls in a four-player team. In the event that a player throws a third ball, that ball will be nullified.
3. At the start of every frame the pallino must stay within the pallino field (pass the center line of the court and does not hit the back board). If it fails to reach there then the opposing team throws the pallino. If both teams fail to stay in the field, the pallino is placed on the blue dot on the court; still the winner of the previous frame will play the first ball.
4. The team throwing the first ball must make the point, then the opposing team throws until they make the point (continues until all balls are thrown). In case of a tie ball, the same team must throw again.
5. Invalid balls are the following:
  - A) Any ball that hits the backboard without hitting any ball (including pallino) is removed.
  - B) Any balls that hit the fence or polles are removed.
  - C) If the pallino hits the fence, leaves the court, or crosses back over the centerline, the frame must be replayed.

**6. Illegal movement of balls or the pallino.**

- A) Players should never touch or move any ball or the pallino until frame has ended. If a player moves a ball prior to the end of the frame (thinking play is over) and the balls cannot be accurately relocated to their positions, all remaining non-thrown balls of the non-offending team are counted as points. If the offense is committed by the playing team, all non-thrown balls of that team are voided and the frame is over.
  - B) ALL players should be out of the court if possible, they should be in positioned in front of play area when a player at the opposite end is shooting
  - C) If a player is in the court standing BEHIND the point balls and pallino ( in harm's way or "downstream") and is struck by a ball or pallino as a result of a raffa or volo shot, the opposing teams receives the Rule of Advantage! The options are: 1. Leave all balls and pallino in new configuration. 2. Remove the ball or pallino that struck their opponents from the court. If the pallino is removed from the court, the frame is over and you start frame again. Or 3. They place the ball or pallino that struck their opponent anywhere on the court.
  - D) IF however, the player is standing in front of the point balls or pallino (Out of Harms way or "upstream"),and is struck by a ball that moves backward towards a player as the result of a raffa or volo shot, the ball remains in play because the player was in a valid position. In event the pallino moves backward and touches a player the frame is over and you start the frame over.
  - E) If a player is struck by a ball or pallino in a point attempt or lag, the Rule of Advantage applies no matter where the player was standing.
7. No player is allowed to carry a ball across the centerline while game is in play or it will be nullified.
8. Rule for lagging: Player must have lead foot on or behind the first yellow line when ball is released to be a valid shot.
9. Rule for shooting: raffa or volo shooting players lead foot must be on or behind the first yellow line when the ball is released to be a valid shot.
10. Once both teams agree upon a point, it remains as called. Any disputed point must be measured prior to playing the next ball or the point remains as declared.
11. All disputes will be resolved in a friendly manner. If a third party is involved, both teams will abide by that party's decision. No player from the opposite end is allowed to cross the centerline to measure a point, unless he/she is the captain.

**A GAME CONSISTOF 12 FRAMES---- 6 UP AND 6 DOWN**

**SCORING: 2 points for a win  
1 point for a tie  
0 points for a loss**

All ties at the end of the season will be determined by a playoff. The procedures are as follows: 1) Two team tie: A one game (12 frames) will be played to determine the winner. In the event the score is tied at the end of the game, a one-frame roll (13<sup>th</sup> frame) will establish the winner. 2) Three are more teams tie: A draw will determine the match and court. One game (12 frames) with a one-frame tiebreaker will be played per match. Winner will play winner until only one-winner remains. Losers are eliminated. No team shall have court advantage.

**All protests are to be submitted in writing to the Bocce Committee within 48 hours from the time of the incident.**

**Revised 7-8-2011**