

# **ITALIA- AMERICA BOCCE CLUB**

## **OPEN BOCCE HOUSE RULES**

### **ETIQUETTE RULES OF BOCCE**

1. Always stand behind (at least 2 feet) 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 cups, glasses, bottles, and debris before leaving the court area.
5. Only flat-soled shoes are allowed on the courts. (No heels including on boots)
6. No food or drinks are allowed on or hanging over the courts.

### **OPEN BOCCE TEAM REQUIREMENT**

1. ONLY members are allowed to play in bocce leagues.
2. A minimum of four (4) players constitutes a team.
3. A minimum of three (3) players is needed to play. These three (3) players will rotate.
4. In order to play with three (3) players, a 15-minute grace period is allowed. Failure to have three (3) players 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.
5. If a team is unable to play a match on the scheduled night and would like to reschedule the game, the captain must contact the opposing captain a day (24 hours) prior to the scheduled game or you will forfeit the game. Both teams must consent to the change. All rescheduled games MUST be played no later than three (3) weeks from the scheduled game. If less than three (3) weeks remain in the schedule the game must be made up by the last scheduled league night. Captains must tell the night's commissioner when the makeup game is scheduled. If a date cannot be agreed upon, the commissioner will set a date. Failure to make up the game will result in BOTH teams receiving zeros. Not making up games or forfeiting games may result in 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 on which play will begin and starts the game by throwing the pallino.
2. Any player will play no more than two (2) balls in a four-player team. If a player throws a third ball in error, then that ball will be nullified.
3. At the start of every frame the pallino must stay within the pallino field which is past the 2<sup>nd</sup> red line of the court and cannot hit the backboard. If the pallino fails to reach the 2<sup>nd</sup> red line, then the opposing team throws the pallino. If both teams fail to stay in the field, the pallino is placed on the dot on the court. But the starting team still throws the 1<sup>st</sup> ball.
4. The team throwing the 1<sup>st</sup> ball must make the point, then the opposing team throws until they make the point. This continues until all the balls are thrown. In case of a tie ball, the same team must throw again since they did not take away the existing point.
5. Invalid balls are the following:
  - A) Any ball that hits the backboard without hitting any ball including the pallino is considered dead and removed from play by being placed in the rack.
  - B) Any ball that hits the fence or a pole are removed from play and placed in the rack.
  - C) If the pallino hits the fence, leaves the court, or crosses back over the centerline, the frame must be re-played.

6. No player is allowed to carry a ball across the 1<sup>st</sup> white line while the game is in play or it will be nullified.
7. The lagging rule is that the player must have their lead foot on or behind the first white line when the ball is released to be a valid shot.
8. The raffa or volo rule for shooting is that the player's lead foot must be on or behind the first white line when the ball is released to be a valid shot.
9. 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.
10. 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 they are the captain of the team.
11. No game will end in a tie. A roll off will be played; see separate attachment for information.
12. 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 off the court if possible, or they should be in front of the play area when a player has signaled that they are shooting for the point from the opposite end.
- C) If a player is on the court standing BEHIND the point balls and pallino, and is struck by a ball or pallino as a result of a raffa or volo shot, the opposing team receives the Rule of Advantage\*.
- D) If however, the player is standing in front of the point balls or pallino and they are out of (Harm's 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 the event the pallino moves backward and touches a player the frame is over, and you start the frame again.
- 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.

\*The Rules of Advantage options are:

- A) Leave all balls and pallino in new configuration.
- B) 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.
- C) They may place the ball or pallino that struck their opponent anywhere on the court.

**A GAME CONSISTS OF 12 FRAMES - SIX (6) UP AND SIX (6) DOWN.**

**SCORING IS TWO (2) POINTS FOR A WIN – 0 POINTS FOR A LOSS.**

All ties at the end of the season will be determined by a playoff. The procedures as follows:

- 1) Two (2) team tie: One (1) game will be played to determine the winner.
- 2) Three (3) or more teams tie: A draw will determine which teams play each other to start. The winner will play the winner until only one (1) winner remains.

All protests are to be submitted in writing to the Bocce Committee within forty-eight (48) hours from the time of the incident.

Revised 8/2023  
glm