



Bocce Ball Rules and Regulations of Play

GAME TYPE:

- Games are played to 16 points or a maximum of 1 hour.

EQUIPMENT:

- Players should wear the No Idea Sports Bocce Ball T-Shirts when playing.
- The official balls will be a regulation 110mm-113mm bocce ball, consisting of 4 red balls, 4 green balls and 1 pallina. These will be provided by No Idea Sports.
- Playing fields, 60 feet long by 12 feet wide, will be marked with lines.

TEAMS AND PLAYERS:

- Each team must designate a captain and co-captain who are responsible for the team.
- Each team consists of a minimum of 4 players and will have 4 balls to play in each frame. Players are not allowed to switch ends during a game. A team may have one or more substitute (alternate) players on the team. (For mixed teams a team on the court consists of 2 women maximum and 2 men maximum at all times.)
- A minimum of 2 players per team must be present to play a game. If the minimum 2 players are present, each team member will toss two bocce balls per frame. If 3 players are present, then all team members must toss at least once per frame and alternate who tosses the additional bocce ball. If four players are present, each team member will toss one bocce ball per frame. Team splits (ex. a team of 6 plays 3 people in the first frame and the other 3 people in the second frame) are only allowed when agreed upon by both teams. Consecutive or alternating throws by teammates, when permissible, shall be at the option of the players.
- A team must have one player designated as the team captain. The team captain participates in the coin toss and assigns players to their position on the court for the match. The team captain may designate a player as an "end captain" for the end opposite that of the captain. Only the team captain or an end captain may go on the court for measurements.

SUBSTITUTIONS:

- Players can be substituted only between frames, unless there is injury or illness. If a team has more than 4 players, the team may substitute any additional players after each frame.
- If a team has fewer than 4 players, the team will still play with 4 balls, and one or more players will throw twice. If a player arrives during play, he or she may join their team only after a frame.
- A match will be forfeited if a team fails to have 2 players present within 15 minutes past the designated start of the match.

ROSTER REQUIREMENTS

- Captains will submit an official team roster to NIS prior to the first night of the session. Roster changes are allowed up until the end of the third week of play. After the third week, no new names may be added to a team's roster. Only players on the roster will be eligible to play.
- All teams must have a minimum of 4 fully registered players for the season.
- If a team is short the minimum number of fully registered players by the start of their game for week 4 they will automatically forfeit that game. This rule applies for week 5 as well.
- If a team is still short the minimum number of fully registered players at the end of their week 5 game (end of the regular season) the teams season will end and will be removed from the final 3 weeks of the league schedule.

GAME NIGHTS

- At least 2 people must be present for a team to compete. The game will result in a 15-0 forfeit if fewer than 2 people are present.
- A team has 15 minutes past the designated start time to show up. If they do show up late, but within the allotted 15 minutes, the team will not receive extra time to play, and they must complete their game in the remaining time. If they do not show up, the result is a forfeit. The team that shows up will win with a score of 16-0.

START OF GAME

- The game begins with a coin flip or play rock, paper, scissors between the two captains. The winner may choose the end from which play will start or the first toss of the pallino, and the loser chooses the color of their team's bocce balls. In the playoffs, the higher-seeded team has those privileges.
- The starting player of each frame may toss the pallino any distance as long as the pallino passes the centerline and is at least 12 inches from the end line on the opposite side.
- The team who throws the Pallina first will also throw the first Bocce Ball.

GAMES

- A regulation game lasts 1 hour from the designated start time and is played to 16. The first team to reach 16 is the winner.
- If no team has reached that score within the allotted time, 1 additional frame may be allowed (League's decision), and the team with the highest score after its completion wins. Ties are possible.
- A game is official once one team reaches 7 points.
- Matches are played straight-up to 16 and are never "win by two".
- If no team has reached 15 within the allotted time, the team with the higher score wins. If the two teams are tied after regulation, additional frames are played on a sudden-death basis, the first team to score wins.
- One frame consists of all 8 balls and the pallina being thrown.

COURT RULES

- For the first throw, the pallina must cross the centerline, be one foot in from the sideboards, and not pass the furthest line (point line) of the opposite side.

- When going for the point, the player cannot cross the first line (point line).
- When knocking out an opponent ball, the player cannot cross the second line (shooting line)
- If during play, the pallina is hit past the opposing point line, against the backboard, or within a foot of the side boards, play continues. However, if the pallina is hit in front of the halfway line, play is re-started.
- If any ball is knocked out of the courts, it is considered dead.
- There are no in-court restrictions on where a ball may land (past the opposing point line or before the halfway line is in play).
- A player can step up to the 1st line (point line) if trying to get closer to the pallina and up to the 2nd line (shooting line) if trying to knock another ball.
- ANY ball that leaves the court is considered dead and out of play.

PALLINO THROW:

- The pallino is the first ball put into play and is thrown underhand from behind the pointing foul line. The pallino may be bounced off the sideboards but may not touch the back wall on the opposite side.
- The pallino must end up across the center line and at least 12 inches away from the sideboards or backboard without hitting the backboard. If a thrower fails to do this, the throw goes to other team. If the second throw fails to place the pallino into play, the pallino is placed approximately in the center of the hitting foul line at the opposite end of the court in order to speed up play.
- If a player throws pallino and/or first ball when the other team should throw the pallino, the balls are returned and the frame starts over.
- Once pallino is in play, the pallino can be knocked anywhere on the court except back over the center line or out of the court (frame ends, play resumes at opposite end, and same team throws the pallino).
- The pallina must be between the midway line and the opposing back line (point line), and be 1 foot in from the side boards.
- The pallino must cross the center line, not touch the back wall on the opposite side, and come to rest at least one foot in from the side boards, although it may be bounced off the sideboards.
- Once the pallino has been validly put into play, it remains in play even if it hits the backboard.
- If the captains decide the closest ball of each team is equal in distance from the pallino, *no* points are awarded and the game continues from the opposite end, with the same team throwing the pallino as the previous frame.
- There are no in-court restrictions re: where a ball may land (past the opposing point line or before the halfway line is in play).

BOCCE BALL THROWS:

- The initial pallino thrower always throws the first bocce ball. 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.
- Except for hitting, 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. Any ball released beyond the pointing foul line and before the hitting foul line is considered a throw to hit or spock other balls. Foul Line rules apply.
- Each succeeding ball is thrown by the team that does NOT have the ball closest to the pallino. A team whose ball ties the opponent's closest ball must throw again. The "IN" team only throws if opponents have thrown all 4 balls. Team members can throw in any order.

- Hitting or spocking is permitted. A player must first inform the official referee (or their opponent if there is no official referee) that they intend to go past the pointing foul line to deliver a "hit" or "spock" (a hard underhand throw directly at the balls on the court and released before crossing the hitting foul line for the purpose of moving the opponent's balls or the pallino). The thrown ball is removed from play if the pallino or another ball is not hit, even if the ball does not hit the backboard.
- Balls may be bounced off or played against sideboards.
- A ball hitting the backboard without first touching the pallino or another bocce ball is a dead ball and is removed from play. Standard Penalties apply.
- If a player throws wrong color ball, it is replaced with a correct color ball after the ball comes to rest.
- If a player throws when the other team should throw or throws more than 2 balls, that ball is removed from play. Standard Penalties apply.
- If a player throws when the other team should throw because of a miscall by the Referee, the ball is returned and the correct player throws. Standard Penalties apply.
- If a team's legally thrown ball is interfered with while moving by someone or something not on the playing surface before the throw, the ball is returned to be thrown again. If possible, any balls moved by the throw are reset to their approximate original position. If balls are sufficiently moved and the approximate original positions cannot be determined, the frame is replayed. However, if the interference is caused by a team member, the ball is removed from play and the Standard Penalties apply.
- If a team's legally thrown ball is moved (accidentally or intentionally) from its resting position by an opposing player or referee before the points are determined and the end of the frame is declared, it is reset to its approximate original position. If the ball is sufficiently moved that the approximate original position cannot be determined, the offended team has the option to leave the balls as they lay or replay the frame.
- If a team's legally thrown ball is moved from its resting position (accidentally or intentionally) by a team member, the ball is removed from play. Standard Penalties apply.
- 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.
- A bocce ball, for whatever reason, that goes out of the court is a dead ball and is removed from play for that frame.
- Volo shooting (lofting the ball in the air beyond the center line of the court) is not permitted.

SCORING:

- The official score for 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).
- The team that scores in the last frame throws the pallino in the next frame and play continues as above.
- 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.
- The team whose bocce balls are closest to the pallino is called "inside" and the opposing team "outside." Whenever a team gets inside, it steps aside and lets the outside team roll. The team outside throws until it beats (not ties) the opposing ball. This continues until both teams have used all their bocce balls (a total of 8, 4 from each team). The team that scores last throws the pallino to begin the next frame.

- When all balls have been played, this concludes the frame and *one* team is awarded a single point for each of its balls which is closer to the pallino than the closest opposing team's ball. Thus, a team may score up to four points per frame.
- For example, if at the end of a frame there are 2 green balls closer to the pallino than the next closest red ball, the green team receives 2 points. The team that scores in a frame starts the next frame by throwing out the pallino and playing their first ball. Play continues until a team wins by reaching a score of 15 points.
- Only one team scores per frame.
- The team that first scores 16 points wins the game.
- No team can score more than 16 points in a match. Matches are never "win by two".
- A forfeited match results in a score of 16-0. If both teams fail to show up by the designated time, the result will be a tie score of 0-0.

MEASURING AND DISPUTES

- Only team captains may measure any disputed balls, or request assistance from an NIS Site Manager.
- Any dispute which cannot be resolved by the team captains shall be decided by a No Idea Sports Site Manager. Upon his/her decision, the game shall continue. All measurements should be made from the inside dimensions of the bocce ball to the inside dimension of the pallino.
- If both teams agree on which team has the point and it is later determined that a mistake has been made, all balls played are valid. If both teams have balls remaining, the team that does not have the closest ball to the pallino rolls again. If all balls have been played, points are awarded based on the balls that are actually closest to the pallino in accord with the "Scoring" rule.

FOULS AND DEAD BALLS

- If the starting team fails to throw the pallino between the halfway point and two paces from the endline in 2 consecutive attempts per frame, the other team gets to throw the pallina.
- If a ball is knocked out of bounds by another ball, the ball out of bounds is considered dead and is taken out of the field of play.
- If the pallino is knocked out of the field of play, the frame is replayed beginning at the opposite end, with the same team throwing the pallino as the previous frame.
- When playing on courts, a player may not cross the first line (point line) when going for the point and a player may not cross the second line (shooting line) when knocking out an opponent's ball.
- No dead ball can count in scoring.
- If a player rolls the wrong colored ball, simply replace it with the correct color when the ball comes to rest.
- If a player rolls out of turn the opposing team may leave everything, including the thrown ball, exactly where it is or may return any moved balls to their approximate original positions and remove the thrown ball from play.
- If a ball is moved before all 8 balls are played, the opposing team replaces the ball to the approximate original position.
- If the pallino is knocked out of the field of play, the frame is replayed from the opposite end, with the same team throwing the pallino as the previous frame.
- If a player's bocce ball makes contact with the back board without first touching another ball or the pallino, the bocce ball is considered a dead ball on impact and is removed from play until the end of the frame. (Court play only)

- If the thrown ball comes to rest on the pallino or another ball that is touching the back wall, that thrown ball remains in play. The ball touching the back wall is removed from play. If the pallino is touching the back wall it remains in play. (Court play only)
- If a bocce after hitting the backboard strikes a stationary bocce, that stationary bocce shall be replaced in its original position. The thrown ball is removed from play. (Court play only)
- No one player can throw a ball more than twice in a given set.

PLAYOFFS

- Seasons consist of up to 8 weeks, 6 weeks of regular season and 1-2 weeks of playoffs. A playoff schedule will be determined after the final week of regulation play and sent to each team's captain (via email) and posted on the website.
- All teams in the League will make the playoffs. First tiebreaker will be the team with the highest overall game differential, then the team with the highest overall game points.
- In the Playoffs, if your team loses but the winning team fails to show up for their next round game, your team is allowed to take their place as if you never lost. This measure is in place to reduce playoff forfeits.

WINNING THE GAME

- The first team to 16 points will be deemed the winner.

PLAYOFFS

- All roster players are allowed to participate in the playoffs.
- Substitutes may participate in the playoffs if they have participated in at least 3 regular season games.

FORFEITING

Forfeit is strongly discouraged. Your teammates and opponents count on you to have a full team and competitive game. Each team must have at least 5 players, including 1 female to start a game.

FORFEITING IN ADVANCE:

- If a team knows in advance that it is going to forfeit and not show up, a team member must contact NIS by 12:00 pm the day of the game. If NIS is notified on time, the team will be given losses for all scheduled matches but no further penalty.
- If a voicemail message is left or an e-mail sent, it is not considered notification unless a reply to the team is received. Failure to do so will result in forfeiting all matches, and the team will be ineligible for league playoffs and/or removed from the remainder of the schedule.
- Any team that does not notify NIS in advance of their scheduled game or at all will need to provide one full-rate individual deposit for the next season/sport they register for.

FORFEITING AT GAME TIME/AFTER 12:00 PM:

- Any team that forfeits after 12:00 pm the day of the game will be assessed a \$50. fee that will be given directly to their opponent. This money will go directly to the team which did not receive notice that they would not have an opponent that given night. All participants are expected to be

able to make arrangements for subs or to notify NIS prior to 12:00 pm about their plans to participate in that week's games.

- Captains will forfeit his/her free season/credit if this occurs.
- If a team shows up short players, the remaining members who are present should mix with the opponent and play a scrimmage.

REFUNDS

Refunds are not provided once the season begins or day the season is scheduled to start. If you need a refund because you are unable to play prior to the season we are very happy to reimburse you for your registration as follows:

- Up to 1 Week Prior to League Start: FULL REFUND (MINUS \$5 PROCESSING FEE)
- Less than a week until Midnight the Day Before League Start: REGISTRATION MINUS \$20
- League Start Date through the Season: Refunds Not Available. Credit available for a future season if no longer to play due to injury.

Sportsmanship and FUN!!

Above all, this league is for FUN and the enjoyment of all those involved. NIS and its officials will eject/expel players for inappropriate behavior. In addition, NIS will remove any players and/or teams who cannot adhere to its policies and standards without refund.