

TRI SPORTS SOCIAL CLUB BOCCE RULES

Rules are adopted from the United States Bocce Federation rules except noted below.

RULE 1 - COURT LAYOUT – the Court will be a flat surface approximately 50 ft long by 12 ft wide. Court size may be adjusted to fit available field space.

RULE 2 - PLAY OF THE GAME

Section A - **Matches** – Matches consist of several frames. Prior to the first frame of a match, determination for which team throws the pallino first will be done via coin toss or rock,paper, scissors. A frame begins by a player tossing the pallino. The pallino must land in the playing area, over the halfway line, and not further than the 4 ft line. If the throw is void, then the opposing team will throw the pallino into the playing area. Each frame alternates end from which the pallino is thrown.

Section B – The team that throws the pallino, will toss their first ball (may be a different team member than the one that threw the pallino). The opposing team then throw their balls until one of their Bocce balls is closer to the pallino (closer not ties), at which point they will step aside. The team who threw first will then throw their balls until one of theirs is closer. Play will continue this way until both teams have thrown all 4 balls.

Section C— All throws must be underhanded. Teams have the option of rolling, throwing, bouncing, etc the ball as long as it doesn't leave the playing area. Any ball leaving the playing area is considered a dead ball and is removed from play until the end of the frame. Players are not allowed to step on or over the foul line prior to releasing a ball.

Section C- Teammates must alternate throws to ensure as many players participate in each frame. If a team has fewer than 4 players, they will still play all 4 balls with the person throwing 2 balls rotating among the players. No player will throw 2 consecutive throws.

Scoring-

Only one team may score per frame. One point is awarded for each ball that is closer to the pallino than the closest opposing ball. A team may score a maximum of 4 points per frame. The team that scored in the previous frame throws the pallino to begin the next frame.

RULE 3 - LENGTH OF THE GAME

Section A - **Point/Time Limits** - The Frame shall continue until one team has scored 16 points. Teams should announce the score prior to beginning a new frame. The max length of time for a match is 45 minutes. If time is reached, the team leading at the end of the current frame will be declared the winner. The winning team does not need to win by two or more points.

Section B - **The Frame Must Be finished** - The Bocce Game can never end in the middle of a frame. Thus, if a team that throws their balls to reach the 16 point mark, or the 45 minute mark is reached, the game can not end until the opposing team is allowed to throw all of their balls and the frame is completed.

RULE 4 - LEAGUE FORMAT

- 1 match = 45 Minutes –or- team reaching 16 points
- Games are scored with Traditional scoring (negation scoring)
- Winner is First Team to 16 points or Team leading at the end of frame completed at 45 minutes

RULE 10 - FORFEITS - Teams are required to bring 4 players to participate every week. Teams will be allowed to participate with 3 players, with no penalty. Teams will receive a forfeit if they aren't able to field the minimum # and gender breakdown required to participate 10 minutes after scheduled start time.