

# Bocce Rules

## Leisure Sport Triathlon



A team on the court has 4 players (2 stationed at each end of the court) with each player throwing 2 balls. Players are not allowed to switch ends during a game.

Begin the match with the flip of a coin between one member from each team. The winner of the coin flip has the first toss of the pallino and the other team chooses the color of the team's balls.

### PALLINO THROW:

1. The pallino is the first ball put into play and is thrown underhand from behind the pointing foul line (white marks on sideboards). The pallino may be bounced off the sideboards.
2. 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 (yellow marks on sideboards) at the opposite end of the court in order to speed up play.
3. If a player throws pallino and/or first ball when other team should throw the pallino, the balls are returned and the frame starts over.
4. 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).

### BOCCE BALL THROWS:

1. 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.
2. All bocce balls are thrown from behind the pointing foul line (white marks on sideboards). 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 (yellow marks on sideboards) is considered a throw to hit or spock other balls.
3. 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.

4. Hitting or spocking is permitted. A player must first inform the 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.
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 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. If a player throws when other team should throw because of a miscall by the Referee, the ball is returned and the correct player throws.
10. 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 that 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.
11. 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.
12. 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.
13. The person(s) doing the measuring must 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.
14. A bocce ball , for whatever reason, that goes out of the court is a dead ball and is removed from play for that frame.
15. Volo shooting (lofting the ball in the air beyond the center line of the court) is not permitted.

#### SCORING:

1. The official score for frame is determined after all 8 balls have been played and measured. 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. The team that scores in the last frame throws the pallino in the next frame and play continues as above.
3. 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.
4. The team that first scores 7 points, wins the game.