

**LE PHARE DES ALPES**  
**STANDARD COURT BOCCE RULES**  
**Updated June 2025 (Changes in yellow)**

**TEAMS:**

1. A team on the court has 4 players maximum (2 stationed at each end of the court) with each player throwing 2 balls. Players are not allowed to switch ends during a game. A team may have one or more substitute (alternate) players on the team.
2. A team may play a match if only 2 or 3 players are present, however, no player is permitted to throw more than 2 balls (a penalty of 2 balls per missing player). A team without at least two players present at the scheduled game start time forfeits the game with zero points and the opponent is awarded 9 points.
3. 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.

**COIN TOSS:**

Each match begins with a coin toss—physical or digital—between the team captains. The winner of the coin toss throws the pallino and rolls the first bocce ball. Ball color is randomly assigned by default. However, if prior to the coin toss the referee or scorekeeper declares that the coin toss will also determine color selection, the winner may choose their team's color.

**PALLINO THROW:**

1. 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.
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 the other team. If the second throw fails to place the pallino in play, the pallino is placed approximately in the center of the pointing foul line at the opposite end of the court in order to speed up play and the first team that threw in that frame will start play.
3. If a player throws the pallino and/or first ball when the other team should throw the pallino, the balls are returned, and the frame starts over.



4. Once the pallino is in play, the pallino can be knocked anywhere on the court except over the center line or out of the court. If the pallino leaves the court or comes back over the center line, the frame ends. Play resumes at the opposite end with the same team throwing the pallino.

### **BOCCE BALL THROWS:**

1. The first player who successfully put the pallino in play always throws the first bocce ball. **No lofting is allowed. All bocce balls are thrown underhand with release of the ball at or below the waist.** 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 must be thrown from behind the pointing foul line. **The player's front foot must stay behind the foul line until the release of the ball.** Any ball released behind the pointing foul line is considered a throw for points.

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 the opponents have thrown all 4 balls. Team members can throw in any order.

4. **Lofting**, or spocking is not permitted.

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. Standard Penalties apply.

7. If a player throws the 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. Standard Penalties apply.

9. 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 Penalty #2 applies.

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 the balls are sufficiently moved that the approximate original positions cannot be



determine, 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. Standard Penalties apply, per referee's decision.

13. The person(s) doing the measuring must press and rotate balls and the pallino before measuring to mark their original position of 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 bocce ball in the air beyond the center line of the court) or releasing the bocce above the waist (lofting) is not permitted.

### **FOUL LINES:**

1. Pointing and Hitting foul lines must be clearly marked across the playing surface for foul line violation to be officially called and penalties applied. \*

2. Players may step on but not over the proper foul line before releasing the pallino or a bocce ball. (Toe of foot cannot exceed the width of the foul line mark.)

3. If a player's toe exceeds with width of the proper foul line before releasing a ball (bocce or pallino), they will receive one warning. Subsequent fouls will result in nullifying the pallino throw or removal of the thrown bocce ball from play. Standard Penalties apply.

### **STANDARD PENALTIES:**

1. For the violation of any rule that requires the removal of a bocce ball from play, that ball is immediately removed from play until that frame has been completed. The violation must be called and the ball removed before the next ball is thrown. If the ball is not removed before the next ball is played, the ball remains in play for the rest of the frame.



2. If possible, any balls moved because of the action of the violation ball are reset to their approximate original position. If balls are sufficiently moved that the approximate original positions cannot be determined, the opposing team has the option to leave the balls as they lay or replay the frame.

## **SCORING:**

1. The official score for a 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.)

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 9 points at the completion of a frame, wins the game. An inning is two frames.

5. In championship-double elimination play the final playoff brackets will **play to 9 points** to win the game. In the finals the loser bracket team must win game 1 and 2 to be declared the tournament 1<sup>st</sup> place winner, otherwise they end in 2<sup>nd</sup> place.

## **SUBSTITUTION:**

1. It is the responsibility of each team player to obtain a substitute and notify the Team Captain if they cannot play a scheduled game.

2. Substitutes must be extra players on the team or on the League Substitute Roster. A team player who is playing a scheduled game that week may not substitute on another team. (Optional: Team players that are not scheduled to play that week may be used for substitutes if the roster substitutes are not available.)

3. Substitutions may only be made between games or between frames. A late arriving missing player or substitute may enter the game in a vacant position at any time between frames.

4. A team with 4 players on the court may make up to four substitutions between games but only one substitution during a game. A player replaced during a game cannot reenter that game or the next game.



## **TEAM CAPTAINS:**

1. The team captain participates in the coin toss and assigns players to their position on the court.
2. The team captain may designate a player as an “end captain” for the end opposite that of the captain.
3. Only the team captain or an end captain may go on the court for measurements. A captain may observe and call for measurements to determine the official score for a frame.
4. A captain may approach and observe the positions of balls in play. A captain after observing the balls must return behind the pointing foul line and may only use hand signals to instruct partners at opposite ends of the court.
5. Only the captain or a designated player from each team (a total of two players) shall return balls for the next frame after points have been determined.
6. The team captain is responsible for assuring that the team’s points are posted correctly and for reporting final game scores to the record keeper.

## **TEAM PLAYERS:**

1. Players must remain behind the pointing foul line at all times except the thrower may go out to the center line just prior to throwing to observe the position of balls on the court.
2. Players may request an “IN” count or a measurement at any time. An “IN” count is not official until all 8 balls have been played and necessary measurements made.
3. Players may converse with one another but only with players on their end of the court. Only hand signals may be used with players at the opposite end of the court.
4. Players shall not talk to or interfere with a thrower on the court prior to the release of the ball. When the thrower is on the court, all other players must be off the court and remain behind the backboard.
5. No player may go up to the balls and instruct a team player how or where to throw the ball.
6. Player practice after the games start time is limited to one complete frame in each direction.
7. To preserve the condition of the clay court, players shall minimize walking on the court and not wear ripple or spike sole shoes.



8. Players must be respectful and courteous to all players and spectators at all times on and off the courts.

### **OFFICIAL REFEREES:**

1. Referees shall be qualified bocce experts and fully knowledgeable of the league / tournament rules.
2. Referees shall have a copy and enforce all game rules.
3. All "IN" determinations and measurements are made by the Referee. (Measurements may be made with any device that reliably and repeatably indicated the difference between the measurements.)
4. The referee determines the points for each frame and reports the point score to scorekeepers.
5. The referee shall not give advice to either team or coach players as to where to direct their throw.
6. The referee has the final word in disputes and must document any formal objections/protests for future action by the club/league/tournament committee. Formal objections/protests must be made by the team captain before the next ball is played.
7. A referee for valid reasons may allow a time-out up to 10 minutes maximum.
8. The official referee has the option, after one or more warnings to the player and team captain, to eject a player for continued rule violations, arguing, or disrupting play.

