

ON TOP OF THE WORLD RULES OF BOCCE

Updated Feb 27, 2025 by Pam Brown, President, after discussion/vote at Feb Board Meeting

A) GENERAL: RULES

Article 1: We have a non-restrictive club, which anyone can play on any league, team – open, regardless of which part of the OTOW complex they live in. Weybourne & Indigo must have Gateway Pass (& any future neighborhoods coming under this classification).

Article 2: Bocce can be played as singles, doubles, triples or even teams of four.

OPEN play will be organized with teams of four to maximize facility use unless the number showing up necessitates some team(s) of 3.

LEAGUES will play with teams each having 4 players. Number of Teams in each league may vary.

Article 3: A Bocce ball is a hard composition ball with a diameter of 4 ½ “. Four balls of the same color are used by a team.

Article 4: A pallina is a hard composition ball with a diameter of 2”. There is one pallina used per game and it is occasionally called the “jack” or target ball.

Article 5: The Bocce court is the playing area in which a game is played. The court surface can be clay, sand, gravel, grass or carpet. The court has side, back and corner boards. The court dimensions are 12’ by 60’

Article 6: Bocce is the action of one ball hitting another ball of an opponent and/or the pallina. There is no penalty and is a good strategy at times. The pallina can also be displaced at any time during a frame.

Article 7: Coaching from any player to team members is fair and is encouraged. However, negative comments to teammates or opponents are not appropriate behavior.

Article 8: Each open or team league must select one representative to serve on the Board of Directors.

Article 9: Absolutely no profanity, unsportsmanlike conduct or alcoholic beverage is permitted. The offending player may be subject to a one or two game suspension or, depending on severity, a league suspension.

Article 10: No open-toed shoes IE: sandals, flip-flops or slippers will be allowed. No bare feet will be allowed. Shoes and shirt must be worn at all times. Any player who does not have appropriate shoes or attire will not be allowed to play.

B) PLAY: ACTUAL PLAY RULES

Article 1: The object of Bocce is to get the Bocce ball as close as possible to the pallina. The ultimate team objective is to roll as many of their color balls closer than the opponent’s closest ball to score points. Points are awarded; one point for each closest ball and two points for each ball touching / kissing the pallina.

Article 2: Usually there are 4 players on each team with 2 teammates at each end of court. Teammates must alternate their rolls with their teammate when play is at their end of the court. Also, with 4 players per team, each player rolls no more than 2 balls per frame. There may only be 3 on a team depending on the number of people signing in. Players take turns then “walking”. The player who rolled first walks so there are always 2 throwing balls. When you have only 4 players per court, 2 per team, then each player will roll all 4 balls in their frame.

Article 3: OPEN PLAY: A Player draws a card to determine court & color ball to begin playing.

Teams will play two (2) 16-point games. In a two game format teams will change the ball color and ends of court after 1st game. The losing team in game 1 will start game 2. **Only one team can score 1 - 8 points per frame** depending on how many of their balls are inside the opponent’s closest ball. Usually, 4 is the highest unless there are double “kisses”.

The scoring team in a completed frame will roll out the pallina for the next frame until 1 team reaches 16 points.

Article 4: Players must stand behind the foul line to deliver a ball. All Bocce balls must be delivered in an underhand motion. **The Bocce ball must be released below the hip and cannot fly above the hip upon release.** If the ball flies above the hip it will be declared dead and removed from the court and the offending player will receive a warning about lofting the ball. If a player receives three (3) warnings during a session (two games) they

will be suspended from play for that day. Lofting violations will be determined by the players on that court at that time. Three (3) suspensions, of any player will result in the loss of Bocce playing privileges. NO REFUND of DUES.

Article 5: All balls, not in play, 1) **MAY** be placed in corner board triangle OR 2) **HELD** by a player off the court waiting his/her turn, OR 3) **PLACED** in *front* of **THEIR** corner board.

Article 6: A team's lead-off player will roll the **pallina** to start the game. The lead-off player then rolls his 1st ball getting as close to pallina as possible. If his ball hits the BACK BOARD without touching anything else, it is declared DEAD, picked up, taken out of play. **The Opponent then throws his 1st ball next no matter the outcome of PLAYER #1's ball throw trying to get a closer position to the pallina.**

---Once rolled, the pallina must cross the center line. IF IT DOES NOT, THE PALLINA GOES ON THE POINT.

---Also, prior to throwing the pallina, the player may request that the pallina be placed on the center point.

---Another choice is to throw the pallina off the side boards, corner boards or the back board.

Article 7: After the opponent rolls his/her 1st ball, the next ball rolled is determined by the player or team that is FURTHER FROM THE PALLINA ensuring that players rotate turns until one of their balls obtains an inside position or the team rolls all four (4) of their balls. Once all 8 balls are thrown, the frame is finished, points posted, & play resumes at opposite end of court.

Note: The player who rolls the last ball in a frame will roll first the next time they roll from their end of the court.

Article 8: ---Only ONE PERSON from each team per end is allowed to determine and measure which team has ball(s) closer to the pallina. These individuals have the final decision on all points scored throughout that frame. When, by chance, both players agree without a measurement & no balls were displaced, the original call will stand.

---Other players from each team **SHALL NOT COME ONTO COURT TO REMOVE BALLS** until the 2 players make determination have stated **WHO** gets point(s). Also, players from either team should **NOT** be near the 2 making the decision as it could look like "interference".

Article 9: When measuring, place the measuring tape CUP over the pallina, then extend tape to the ball you believe is nearest and lock tape, then rotate the tape which is mounted above the cup to any balls in question. Please remove the cup very carefully to prevent moving the pallina.

Article 10: If, in mid frame, players roll balls that result in a tied ball with their opponent, then EACH TEAM'S players will continue to alternate rolls until a closer position is established by one of the teams.

Article 11: DEAD BALL SITUATIONS

A dead ball is removed from the court after it comes to rest. Any balls affected by the dead ball will be replaced as close as possible to their prior locations before contact occurred.

- 1) If a **ball leaves the court** or a **player steps over the foul line** or a **ball is rolled out of turn**, it is a dead ball and is removed from play.
- 2) Any ball thrown by a player that contacts the **BACK BOARD directly** without contacting another ball, the pallina, or the corner boards is a DEAD BALL and removed from play.
- 3) **Interference** occurs when a **player delivers a WRONG COLOR BALL** or a **BALL OUT OF TURN**. Once the balls stops, that ball is removed from play (considered DEAD). Play continues with correct team throwing until all 8 balls have been thrown.

Article 12: TIED BALL SITUATION

- 1) Can occur DURING a frame: then have teams alternate throwing until the tie is broken.
- 2) Once a **frame is completed** and **there is a tied ball situation** after measuring then **no points are awarded to either team**. The game will resume from the opposite end of the court with the same team rolling the pallina that started the previous frame.

Article 13: A FRAME is VOIDED and Plays resumes at opposite end of court WHEN

1) Legal ball(s) is/are removed before all 8 balls have been thrown –

BALLS CAN NOT EASILY BE PUT BACK DOWN. FRAME is VOIDED.

This occurs when someone at JUDGING end picks up balls thinking frame is over.

EXCEPTION TO SAVE TIME:

IF only 1-2 balls are picked up & can be EASILY put back: DO SO.

Then have Final ball thrown.

2) The pallina is knocked outside of the court at any time.

C) PLAY: LEAGUES (Same as in B. ACTUAL PLAY RULES with the following differences)

Article 1: In League play, teams consist of 4 players; may add 1 designated sub. Each team delegates a captain & chooses a team name.

Article 2: Once teams are established, the League Rep for their time slot will be given a lineup of which teams will play each other. A coin toss will determine which team starts first & chooses color of ball. Red Team will always throw out first in 1st game. In 2nd game teams switch ends, color of balls to use, & losing team throws 1st.

Article 3: Standings in LEAGUE play is based on a team's WIN – LOSS record. Total points are used to break team ties. If points are tied, the tie-breaker will be head-to-head, points given up, coin flip.

Weekly results are posted on Bocce Board.

Article 4: Three (3) members constitute a legal line-up. Two (2) original members must be present to constitute a legal team. Failure to meet this criteria will be a forfeit.

Article 5: When there are only 3 people on a team, members must rotate to opposite ends to compete as a 3-player team.

Article 6: A grace period of 15 minutes will be allowed for a LEAGUE team's members to arrive before a game is forfeited.

Article 7: Players who will not be present for a scheduled LEAGUE game must arrange for their substitutes and notify their team captain. Substitutes can be from the open play members, league play members, or a substitute list of members.

Delete Article 8: If a game cannot be played at the scheduled time, also, notify the League Rep.

League Rep will determine forfeit or reschedule.

Article 9: If a game is interrupted due to weather and cannot be resumed, and the league captain cancels play, & if all courts have finished one game & not completed the second: only the first game will be counted for the standing & the second game is a no play. All other games interrupted due to emergencies: teams will note the score & the League Rep will determine action to be taken: reschedule, no play, or forfeit.

Article 10: All forfeited games: the score will be 16-0 PER game.

D) PLAY: OPEN (Same as in B. ACTUAL PLAY RULES with the following differences)

Article 1:

---Open Bocce players will sign in on the sign-up sheet with FIRST/LAST NAME.

--- Teams will be established by random selection of cards which indicate the lane and team color.

Example: **Red 2** equals lane 2 red team or **Green 3** equals lane 3 green team.

Article 2:

---In OPEN play the Red Team will always throw out first in 1st game. In 2nd game teams switch ends, color of balls to use, & losing team throws 1st.

---The players of any given team may elect to play their balls in any rotation provided players alternate.