

## Scoring Points and Penalties

### How to Score Points

- ✓ A match is three games (also called frames).
- ✓ Win – first to reach 12 points or be ahead at 35 minutes when game ends
- ✓ Tie During Game – If there is a tie for closest balls to pallino, each team awarded 1 point
- ✓ Tie at end of Game – If tie at end of last frame and 35 minutes is up, throw pallino and another ball and closest ball wins that game
- ✓ Bocce Ball touching pallino at end of frame, 2 pts plus whatever other points scored in frame
- ✓ Win game – 1 point
- ✓ Time runs out – Finish the current frame

### Penalties

- ✓ Bocce ball hits backboard without first hitting another bocce ball – dead ball for frame, remove from court.
- ✓ Play out of turn or more than 2 balls bowled per person – thrown ball is dead ball for game
- ✓ Lob bocce ball out of court or bounces off wall and back in court – 2 points awarded to non-offending team; ball is dead for frame.
- ✓ Inactive player touches ball – 1 point to non-offending team
- ✓ Forfeit game (if team cannot field at least 4 players after 10 minutes delay of first game) – award 1 point for game to non-offending team. If after another 10 minutes at least 4 players are not available, forfeit award second point to non-offending team.

<b>Frames and Games</b>	<b>Points</b>
Tie frame (both team ball same distance)	1 point each team
Win frame	12 points
Win game	1 point
Match (both games)	2 points maximum
Tie game	Throw pallino and one ball each, closest wins
<b>Error</b>	<b>Penalties and Actions</b>
Forfeit game (no show)	2 points to other team (wins match)
Tardiness (after 10 minutes)	Lose 1 frame (first game), 2 <sup>nd</sup> Game, lose game
Play out of turn, throw more than 2 balls	Dead ball for frame
Bocce ball leaves court	2 points to other team – for frame
Inactive player touches ball	1 point to other team – for frame
Bocce ball hits backboard	Dead ball for frame
Time runs out (35 minutes per game)	Finish frame, highest score wins game