



# Rules and Regulations

**Saturday, August 21st**

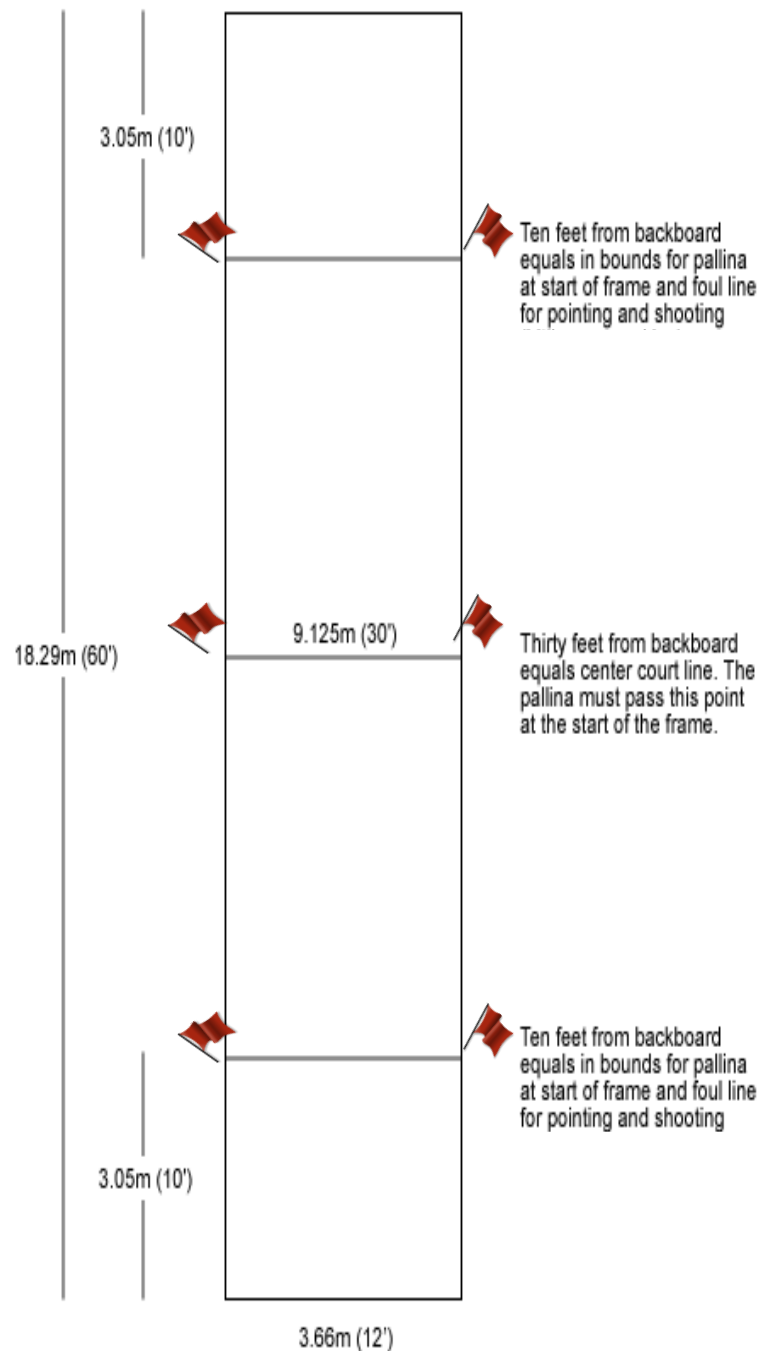
**National Athletic Village  
201 Air Tool Drive  
Southern Pines, NC  
(Follow US1 North from  
Midland Road. Signs will  
be on right to turn for  
bash.)**

**8:30 am - Setup Tents  
8:45 am - Registration  
9:30 am - Play Begins**

All proceeds benefit  
Sandhills Children's Center  
910-692-3323

[www.SandhillsChildrensCenter.org](http://www.SandhillsChildrensCenter.org)

## Bocce Court



## **EQUIPMENT**

A set of bocce balls : consisting of eight large bocce balls (half of which are of a different color or pattern) and a smaller "object ball" (sometimes called a "pallina" or a "jack"). Bocce court 60' X 12'.

## **PLAYERS**

The game is played with two teams of four players. 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 play a game 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 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.

## **ATTIRE**

Teams may create their own shirts, choose a theme or dress alike. Be creative!

## **OBJECT**

The object of the game of bocce is for one team to get as many of their balls closer to the pallina than the opposing team's closest ball.

## **COIN TOSS**

1. Begin the match with the flip of a coin between the captains of each team. The winner of the coin flip has the first toss of the pallina and chooses the color of the team's balls.
2. If playing a different team, play starts over with the coin toss and players may be reassigned as desired by the captain.
3. If playing the same team in the next game, players must switch ends between games and the winning team throws the pallina to start next game.

## **PALLINA THROW**

1. The pallina is the first ball put into play and is thrown underhand from behind the pointing foul line.
2. The pallina must end up across the center line and at least 12 inches away from the sidelines or backline without hitting the backline. If a thrower fails to do this, the throw goes to the other team. If the second throw fails to place the pallina into play, the pallina is placed approximately in the center of the hitting foul line at the opposite end of the court in order to speed up play.
3. If a player throws pallina and/or first ball when other team should throw the pallina, the balls are returned and the frame starts over.
4. Once pallina is in play, the pallina 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 pallina). If pallina is knocked out of the court, place as close to the original spot as possible.

## **BOCCE BALL THROWS**

1. The initial pallina thrower always throws the first bocce ball. All balls are thrown underhand.
2. ALL bocce balls are thrown from behind the pointing foul line. 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 pallina. 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 NOT permitted.
5. If a player throws wrong color ball, it is replaced with a correct color ball after the ball comes to rest.
6. If a player throws when the other team should throw or throws more than 2 balls, that ball is removed from play.
7. 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 can not be determined, the frame is replayed. However, if the interference is caused by a team member, the ball is removed from play.
8. 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 can not be determined, the offended team has the option to leave the balls as they lay or replay the frame.
9. 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.
10. The person(s) doing the measuring must press and rotate balls and the pallina before measuring to mark their original position on the court surface. If a ball or pallina is accidentally moved while measuring, it is replaced to its original marked position.
11. A bocce ball, for whatever reason, that goes out of the court is a dead ball and is removed from play for that frame.
12. Volo shooting (lofting the ball in the air beyond the center line of the court) is not permitted.

## **FOUL LINES**

1. Pointing and Hitting foul lines will be marked by colors on the court.
2. Players may step on but not over the foul line before releasing the pallina or a bocce ball.
3. If a player's toe crosses the proper foul line before releasing a ball (bocce or pallina), they will receive one warning. Subsequent fouls will result in nullifying the pallina throw or removal of the thrown bocce ball from play.

## **MEASURING & DISPUTES**

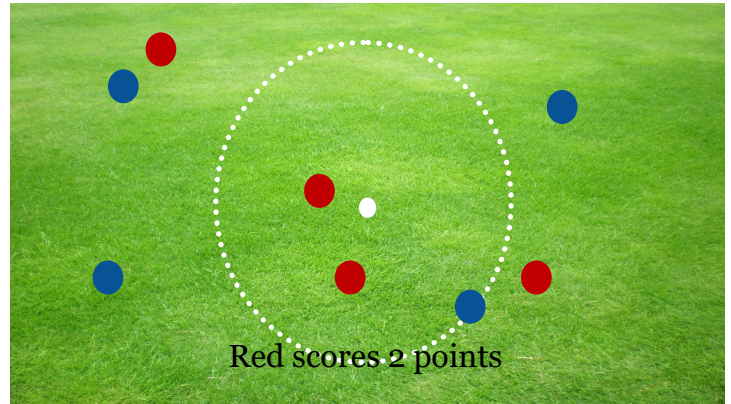
1. Team captains may measure any balls at any time. All disputes will be resolved by the tournament host.
2. A team may make one substitution per game. Substitutions may only be made between frames.

## LATE ARRIVALS & SUBSTITUTIONS

1. A team not showing within 10 minutes of the scheduled starting time, loses two points, and an additional two points for each five minutes increment thereafter. A team not showing up within 30 minutes of the scheduled starting time forfeits the game.
2. A team missing players at the start of the game may play, however, each player may only roll two balls. A player arriving late may enter a game, but only after the completion of the frame. Teams may play with a substitute when team players are late or leave early.

## SCORING

1. The official score for 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 pallina than the opponent's closest ball (1 to 4 points).
2. The team that scores in the last frame throws the pallina 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 pallina.
4. The team that first scores 12 points, wins the game.
5. Each team will play one round robin game with each other team in their group. The team with the most wins will then advance to single elimination playoffs. Ties are broken by team with the fewest points lost to opponents.
6. Teams who do not advance to the playoffs may buy into the Loser's Bracket for \$20 per team to keep playing!



COURT 1 Scoring		Total	Total	
Game 1	Bocce Bingo		Unbocce	
Scores		4	-    -	12
Game 2	Bocce Bingo		Bocce Boys of Brooklyn	
Scores	-    -	12		4
Game 3	Bocce Bingo		On a Bocce Mission	
Scores	-    -	12		3
COURT 2 Scoring		Total	Total	
Game 1	Bocce Boys of Brooklyn		On a Bocce Mission	
Scores	-    -	12		5
Game 2	Unbocce		On a Bocce Mission	
Scores	-    -	12	-	7
Game 3	Unbocce		Bocce Boys of Brooklyn	
Scores	-    -	12	-    -	11
Take score card to judge after 3 games!		For Seeding by Tournament Officials		
Courts 1 & 2		WINS	Points Won	Lost
FLIGHT 1	Bocce Bingo			
FLIGHT 1	Unbocce			
FLIGHT 1	Bocce Boys of Brooklyn	I		
FLIGHT 1	On a Bocce Mission			

DO NOT  
COMPLETE