

COUNTYLINE SALOON BOCCE LEAGUE - 2024

WHAT IS BOCCE? The game of Bocce is played with eight large bocce balls and one small target ball called the “pallino.” That balls and the court will be provided by County Line and all matches will be played at County Line. The object of the game is to roll the bocce ball closest to the pallino. There are two (2) balls per person, with four (4) players that make up a playing team. Two (2) players from each team are stationed at each end of the court for each game. The first team to score eleven (11) points wins the game.

WHAT IS A MATCH? A ‘Match’ is two teams playing each other for a total of 2 games, or a total time limit of one hour. Each team will play ~one match per week. Matches are played on Monday, Tuesday and Wednesday evening. A team not present within 15 minutes of their scheduled match start time **forfeits** their game.

STARTING THE MATCH: One person from each team will flip a coin prior to starting the match. The coin flip winner shall determine which end of the court play will begin and may either have the first toss of the pallino or choose the color of balls.

PLAYING THE GAME:

- The starting team must toss the pallino past the center, or “in play” line. If the pallino hits the backboard, it is invalid and the opposing team tosses the pallino. If the opposing team fails to toss the pallino correctly, it reverts to the original team. When the pallino has been properly tossed, the player who originally tossed the pallino rolls the first bocce ball.
- The pallino remains in play unless it is knocked out of the court or in front of the centerline; then, the frame is ended and play resumes from the opposite end. The team that tossed the first pallino does so again. No score is awarded for either team. If the pallino is knocked into the backboard after the frame begins, it remains in place where it rests.
- The player, who originally tosses the pallino, whether successfully or not, throws the first bocce ball. If the bocce ball hits the backboard, that team must roll again. This team does not roll again until the opposing team has either gotten one of its bocce balls closer to the pallino or has thrown all of its balls. The team whose bocce balls are closest to the pallino is called “inside” and the opposing team “outside.” Whenever a team gets inside, it steps aside and lets the outside team roll. The “outside” team throws until it gets a bocce ball closer to the pallino than any of the opponent’s bocce balls (NO TIES). This continues until both teams have used all their bocce balls. The team who scored last, throws the pallino to begin the next frame.
- The team winning the previous game, will toss the pallino to start the next game.
- Players may use the sideboard(s) at any time.
- All players must remain outside of the court while the opposing team is rolling.
- In the case of a tie between two (2) balls, the prevailing (or the first ball) has to be beaten, not tied. If the frame ends in a tie, no points are awarded and play resumes from the opposite end of the court with the starting team tossing the pallino.
- If a player rolls the wrong colored ball, simply replace it with the correct ball when it comes to rest.
- If a player rolls out of turn, return the thrown ball and replace any moved balls back to their approximate location before the ball was thrown.
- If a ball is moved before all eight (8) balls are played, the opposing team replaces the ball or balls to the approximate original position.

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TIME LIMITS :

- One hour is the maximum time limit for any match.
- After one hour the match ends (including the current game being played) at the conclusion of its current frame, and whichever team is ahead at that time wins the last game.
- No game shall end in a tie. In the event that a game is tied, there will be a “roll off” between the two teams. The teams will have a coin flip to determine who will roll the pallino. The team that wins the coin flip will then decide if they want to roll the pallino and go first or if they would like the other team to do so. Each team will have one ball to throw (ball may be thrown by any player that the team designates as their representative). The ball that is closest to the pallino wins a point and the game. If for some reason, both balls that are thrown are “dead balls” the roll off will begin again with the same player from each team. If there is a second “roll off” the person who did not roll the pallino the first time, will roll the second time. Score will be recorded as it is after the “roll off” has concluded.

DEAD BALLS:

- Should a player’s bocce ball make contact with the backboard, the bocce ball is considered a “dead ball” on impact and is removed from play until the end of the frame.
- If the first thrown ball of the starting team touches the backboard, the ball is out of play and that team must roll again.
- Any thrown ball which makes contact with the backboard is out of play. In addition, any other bocce balls which make contact with the backboard as a result of the thrown ball are out of play. The pallino, however, if moved by any bocce ball, remains wherever it comes to rest, even if it is touching the backboard.
- Any thrown bocce ball that returns from the backboard into the field of play and strikes another bocce ball is out of play. Bocce balls, however, that were moved as a result of the thrown ball but did not make contact with the backboard are placed in their original positions. If a ball still moving is struck by a returning ball, it shall remain in play and be left wherever it stops.
- A player’s foot may step on but cannot pass the foul line before releasing the ball.

MEASUREMENTS: All measurements will be made from the inside dimension of the bocce ball to the inside dimension of the pallino. Only an official representative from each of the opposing teams may be present during the measurements. Anyone from either team may call for a measurement. Any team member who moves a questioned ball, will result in the point in question going to the opposing team.

SHOOTING: Shooting, which is lofting the ball in the air beyond the center of the court, is not allowed.

SCORING: Only the “inside” team scores. One (1) point is given for each bocce ball of the inside team that is closer to the pallino than any bocce ball of the opposing team. If, at the end of any frame, the closest ball of each team is equidistant from the pallino, the frame ends in a tie and no points are awarded to either team. ***Each team is responsible for keeping score, and for reporting the results of the match to the league coordinator.***

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LEAGUE STANDINGS will be based on total games played, and then total points. Game results and standings will be posted weekly. The tie breaker for league standings shall be determined by a head to head. If a tie still exists, then total points differential will be the tie breaker.

PLAYERS: A player may participate in the league only if that player's name, phone number and signature appear on the official team roster.

- If a team fields less than two (2) players, the game is considered a forfeit.
- In the event that one or both teams is unable to complete their match at the scheduled day and time, the teams may choose to play their match at another mutually agreed upon time within that week.
 - The rescheduled match and the resulting scores must be communicated to the league coordinator to be included in the league standings for that week.
- Players can be substituted if done so prior to the start of the match.
- Players need not alternate throws. Consecutive or alternating throws by teammates shall be at the option of the players.