

# MBBL

## Bocce Rules and Regulations

### Introduction

The game of bocce is played on a rectangular court using eight large balls ("bocce") and one smaller target ball ("pallino"). The object of the game is to roll the bocce closest to the pallino. Teams consist of four players, and each team stations two of its players at each end of the court. Each team member rolls two bocce from one end of the court and when all eight bocce have been rolled, points are scored. Play continues from alternate ends of the court until one team has scored 12 points.

### Courts and Bocce

Our bocce courts are 76' long and 12' wide which is consistent with many of the bocce courts in the United States. There are five lines across the court: two lines each at 6' and 10' from each end of the court and one line across the center of the court.

Bocce used in League play are regulation diameter ( $107 \pm 2\text{mm}$ ) and weight ( $920 \pm 20\text{gm}$ ) and are supplied for all courts by MBBL.

### Definitions

|                     |  |
|---------------------|--|
| Bocce               | The large ball that is rolled to score points                              |
| Pallino             | The small ball which serves as the target ball                             |
| Sideboard           | The 76'-long boards on either side of the court                            |
| Backboard           | The 12'-long boards at each end of the court                               |
| Fault line          | The line across the center of the court                                    |
| Pointing foul lines | The two lines across the court at 6' from each end of the court            |
| Hitting foul lines  | The two lines across the court at 10' from each end of the court           |
| Pointing roll       | A bocce roll intended to leave the bocce in close proximity to the pallino |
| Hitting roll        | A bocce roll intended to strike another bocce or the pallino               |

|               |  |
|---------------|--|
| Inside bocce  | The bocce closest to the pallino   |
| Outside bocce | Any bocce not the inside bocce   |
| Capo          | Designated captain of a team who oversees team composition, coin tosses, points scored, and undisputed rulings |

### **Frames, Games, and Matches**

During the course of a Frame, two bocce are rolled by each of two team players at the same end of the court.

A Frame is complete when all eight bocce have been rolled from one end of the court.

New Frames start at alternating ends of the court.

A Game consists of sequential Frames and is won by the first team that attains a score of 12 points at the end of any Frame.

Teams may substitute new players at the beginning of each Game.

A Match consists of three Games.

### **Teams**

Matches are played by two four-player teams whose compositions are designated in advance by their respective team Capos.

To begin a Frame, each team sends two players to each end of the court, and all eight bocce and the pallino are at one end of the court.

A team may play shorthanded (2-3 players), but each player may only roll two bocce per Frame.

A member may play for only one team at a time.

### **Starting time and forfeiture**

The starting time for all Matches is 6:00pm.

A team not present at the starting time forfeits Game 1.

A team not present within 15 minutes of the starting time forfeits Games 1 and 2.

A team not present within 30 minutes of the starting time forfeits Games 1, 2, and 3.

## Playing the game

### -General-

Players must wear only smooth, soft-soled shoes to protect the court's surface.

No one is allowed on the sideboards during play.

Players must be completely inside the court when rolling the pallino or bocce.

After release, the bocce must contact the court's surface before passing the Fault line.

Foot faults occur when the pallino or bocce is released after a player has stepped beyond a foul line.

If a wrong-colored bocce is rolled, it is replaced with the correct colored bocce.

Occasional and brief playing-partner consultations may be conducted at the Fault line.

One Capo from each Match is selected as a Court Manager for another Match.

### -Starting-

A coin toss determines which team initially rolls the pallino and chooses its ball color.

When rolling the pallino, a player may step on but not beyond the pointing foul line before the pallino is released.

The pallino must be rolled past the fault line and come to rest at the opposite end of the court and at least 12" from the backboard and sideboards.

If the initial pallino fails to come to rest in the designated area, the opposing team then rolls the pallino.

If neither team rolls the pallino successfully, it is placed in the center of the hitting foul line at the opposite end of the court.

### -Rolling Bocce-

Unless the player declares otherwise, all bocce rolls are considered pointing rolls. When making a pointing roll, a player may step on but not beyond the pointing foul line before the bocce is released.

If declared in advance, a hitting roll may be undertaken. When making a hitting roll, a player may step on but not beyond the hitting foul line before the bocce is released.

Once the pallino is in play, the team that initially rolled the pallino rolls its first bocce, and immediately thereafter, the opposing team rolls its first bocce to determine the inside and outside bocce.

The team with the outside bocce then rolls consecutively until they roll a new inside bocce.

When a new inside bocce is rolled, the opposing team then rolls consecutive bocce until they roll a new inside bocce or they finish rolling all four of their bocce.

After a team rolls its fourth bocce, any remaining bocce are then rolled by the opposing team.

Any one player may roll a maximum of two bocce in a single Frame.

If a player rolls out of turn, the bocce is returned and any bocce that have been moved are replaced as near as possible to their original position.

If the pallino leaves the court or crosses the Fault line after initially coming to rest, the Frame ends and no points are scored.

A Frame is complete when all eight bocce have been rolled.

#### -Dead balls-

Any bocce deemed a dead ball is removed from the court for the duration of that Frame.

Any bocce moved by a dead ball is replaced as near as possible to its original position.

Bocce hitting the sideboards are not dead balls unless they meet one of the dead ball definitions.

Dead balls are defined as:

- Bocce that touch the backboard before touching another bocce or the pallino.
- Bocce that leave the court.
- Hitting roll bocce that fails to contact another bocce or the pallino.
- Bocce first contacting the court's surface beyond the Fault line.
- Bocce released during a foot fault.
- Third or fourth bocce rolled by the same player in a single Frame.
- Any team's bocce at rest that is moved by one of its team members

#### -Scoring-

During play, if a player touches an opposing team's bocce while it is in motion, the opposing team is awarded one point and may re-roll the bocce if desired. If a re-roll occurs, any bocce moved by the deflected bocce shall be replaced as near as possible to their original positions before the re-roll.

During play, if a player moves an opposing team's bocce while it is at rest, the opposing team is awarded one point and its bocce is replaced as near as possible to its original position.

On completion of a Frame, the inside ball team scores one point for each of its bocce closer to the pallino than any bocce of the opposing team.

If each team's bocce closest to the pallino is equidistant from the pallino, no points are scored for that Frame.

Once the scoring for a Frame is complete, the team which just scored points rolls the pallino from the scoring end of the court to begin the next Frame.

-Measurements-

Capos are responsible for measurements from the pallino to any bocce.

If a visual judgement cannot be made about a measurement, the Capos must use an MBBL-approved measuring device to determine any pallino-to-bocce distance.

If a bocce or the pallino is accidentally moved during a measurement, it shall be replaced as near as possible to its original position.

-Dispute resolution-

Team Capos are expected to referee their Games, but if an unresolved dispute arises, the Game must be halted until a Court Manager from another Match resolves the matter. A Court Manager's decision is final and binding on both teams involved in the dispute.

-Switching ends-

At the completion of a Game, players must switch ends so that no player plays two consecutive Games from the same end of the court.

-Rainouts-

If a Game is terminated because of rain, the team leading at the time play is halted will be declared the winner of that Game. If, at the termination of the Game, neither team has had two or three wins in the Match, then no Match winner is declared, but the Games played will be recorded for Season-end statistics.

Matches that are rained out will not be re-scheduled.