

# MBBL

## The Game of Bocce

### 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 must be regulation diameter ( $107 \pm 2\text{mm}$ ) and weight ( $920 \pm 20\text{gm}$ )

### 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, and undisputed rulings

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

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

Teams may substitute new players at the beginning of each Game

A Match consists of three Games

### **Team composition**

Matches are played by two four-player teams whose compositions are designated in advance by the 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

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

### **Starting time and forfeiture**

The starting time for all Matches is 5:30pm

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**

#### **Starting**

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

Players must be completely inside the court when releasing the pallino

All pallino releases must be made before the player's foot touches the court on or beyond the pointing foul line

The pallino must be rolled past the fault line and stop short of the pointing foul line at the opposite end of the court

If the pallino fails to come to rest in the designated area, the other team then rolls the pallino

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

### Rolling

Players must be completely inside the court when releasing a bocce

Unless the player declares otherwise, all bocce rolls are considered pointing rolls, and the bocce release must be made before the player's foot touches the court on or beyond the pointing foul line

If declared in advance, a hitting roll may be undertaken, and the bocce release must be made before the player's foot touches the court on or beyond the hitting foul line

To initiate scoring once the pallino is in play, the team that rolled the pallino rolls its first bocce, and immediately thereafter, the other team rolls its first 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 other 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 other team

A Frame is complete when all eight bocce have been rolled

### Dead ball

Bocce that touch the opposite backboard before touching another bocce or the pallino are dead balls and are removed from the court for that Frame

Bocce that leave the court are dead balls and remain off the court for that Frame

A hitting roll bocce that fails to contact another bocce or the pallino is considered a dead ball whether it hits the backboard or not and is removed from the court for 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 behave as described above

### Scoring

On completion of a Frame, one point is scored by the team with the inside ball for each of its bocce closer to the pallino than any bocce of the other 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 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 a dispute arises, the Game must be halted until the MBBL Court Manager resolves the matter

### 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