

## BRIDGEWATER BOCCE LEAGUE 2016 Official Rules

### TEAMS:

1. 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 have one or more substitute (alternate) players on the team.
2. A team may play a match 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 without at least two players present at the scheduled game start time forfeits the game with zero points and the opponent is awarded 12 points.
3. A team must have one player designated as the team captain. 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.

### CLOSEST TO BACKBOARD:

1. Begin the match with one player from each team making a throw to get ball closet to the backboard without hitting the backboard. The winner has the first toss of the pallino.
2. If playing the same team in the next game, players must switch ends between games and the winning team throws the pallino to start next game (players may be replaced by substitutes, however, a player never plays 2 consecutive games from the same end of the court).

### PALLINO THROW:

1. The pallino is the first ball put into play and is thrown underhand from behind the pointing foul line. The pallino may be bounced off the sideboards.
2. The pallino must end up across the center line and at least 12 inches (1 foot) away from the sideboards or backboard without hitting the backboard. If a thrower fails to do this, the throw goes to other team. If the second throw fails to place the pallino into play, the pallino 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 pallino and/or first ball when other team should throw the pallino, the balls are returned and the frame starts over.
4. Once pallino is in play, the pallino 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 pallino).

### BOCCE BALL THROWS:

1. The initial pallino thrower always throws the first bocce ball. All balls are thrown underhand. If the first ball hits the backboard without hitting the pallino first, the ball is removed and the team throws again until they have a ball in play.
2. Except for hitting, 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. Any ball released beyond the pointing foul line and before the hitting foul line is considered a throw to hit or spock other balls. Foul Line rules apply.
3. Each succeeding ball is thrown by the team that does NOT have the ball closest to the pallino. 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 permitted. A player must first inform the official referee (or their opponent if there is no official referee) that they intend to go past the pointing foul line to deliver a "hit" or "spock" (a hard underhand throw directly at the balls on the court and released before crossing the hitting foul line for the purpose of moving the opponent's balls or the pallino). The thrown ball is removed from play if the pallino or another ball is not hit, even if the ball does not hit the backboard.
5. Balls may be bounced off or played against sideboards.
6. A ball hitting the backboard without first touching the pallino or another bocce ball is a dead ball and is removed from play. Standard Penalties apply.
7. If a player throws wrong color ball, it is replaced with a correct color ball after the ball comes to rest.
8. If a player throws when the other team should throw or throws more than 2 balls, that ball is removed from play. Standard Penalties apply.
9. If a player throws when other team should throw because of a miscall by the Referee, the ball is returned and the correct player throws. Standard Penalty #2 applies.
10. 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 cannot be determined, the frame is replayed. However, if the interference is caused by a team member, the ball is removed from play and the Standard Penalties apply.
11. 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 cannot be determined, the offended team has the option to leave the balls as they lay or replay the frame.
12. 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. Standard Penalties apply.
13. The person(s) doing the measuring must press and rotate balls and the pallino before measuring to mark their original position on the court surface. If a ball or pallino is accidentally moved while measuring, it is replaced to its original marked position.
14. A bocce ball, for whatever reason, that goes out of the court is a dead ball and is removed from play for that frame.
15. 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 must be clearly marked across the playing surface for foul line violations to be officially called and penalties applied.
2. Players may step on but not over the proper foul line before releasing the pallino or a bocce ball. (Toe of foot cannot exceed the width of the foul line mark.)
3. If a player's toe exceeds the width of the proper foul line before releasing a ball (bocce or pallino), they will receive one warning. Subsequent fouls will result in nullifying the pallino throw or removal of the thrown bocce ball from play. Standard Penalties apply.

#### **STANDARD PENALTIES:**

1. For the violation of any rule that requires the removal of a bocce ball from play, that ball is

immediately removed from play until that frame has been completed. The violation must be called and the ball removed before the next ball is thrown. If the ball is not removed before the next ball is played, the ball remains in play for the rest of the frame.

2. If possible, any balls moved because of the action of the violation ball are reset to their approximate original position. If balls are sufficiently moved that the approximate original positions cannot be determined, the opposing team has the option to leave the balls as they lay or replay the frame.

### **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 pallino than the opponent's closest ball (1 to 4 points).

2. The team that scores in the last frame throws the pallino 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 pallino.

4. The team that first scores 12 points, wins the game.

5. Matches are determined by the league or tournament and may be by games won, 2 out of 3 games, 3 out of 5 games, etc. A typical match is 3 games.

### **SUBSTITUTION:**

1. It is the responsibility of each team player to obtain a substitute and notify the Team Captain if they cannot play a scheduled game.

2. Substitutes must be extra players on the team or on the League Substitute Roster. A team player who is playing a scheduled game that week may not substitute on another team. (Optional: Team players that are not scheduled to play that week may be used for substitutes if the roster substitutes are not available).

3. Substitutions may only be made between games or between frames. A late arriving missing player or substitute may enter the game in a vacant position at any time between frames.

4. A team with 4 players on the court may make up to four substitutions between games but only one substitution during a game. A player replaced during a game cannot reenter that game or the next game.

### **TEAM CAPTAINS:**

1. The team captain participates in the initial ball throw to see which team throws the pallino first and assigns players to their position on the court.

2. The team captain may designate a player as an "end captain" for the end opposite that of the captain.

3. Only the team captain or an end captain may go on the court for measurements. A captain may observe and call for measurements to determine the official score for a frame.

4. A captain may approach on the sideline outside the court and observe the positions of balls in play. A captain after observing the balls must return behind the pointing foul line and may only use hand signals to instruct partners at opposite end of court.

5. Only the captain or a designated player from each team (a total of two players) shall return balls for the next frame after points have been determined.

6. The team captain is responsible for assuring that the team's points are posted correctly and for reporting final game scores to the record keeper.

### **TEAM PLAYERS:**

1. Players must remain behind the hitting foul line at all times except the thrower may go out to the center line just prior to throwing to observe the position of balls on the court.
2. Players may request an "IN" count or a measurement at any time. An "IN" count is not official until all 8 balls have been played and necessary measurements made.
3. Players may converse with one another but only with players on their end of the court. Only hand signals may be used with players at the opposite end of the court.
4. Players shall not talk to or interfere with a thrower on the court prior to the release of the ball. When the thrower is on the court, all other players must be off the court and remain behind the backboard.
5. No player may go up to the balls and instruct a team player how or where to throw the ball.
6. Player practice after the game start time is limited to one complete frame in each direction.
7. To preserve the condition of the clay court, players shall minimize walking on the court and not wear ripple or spiked sole shoes.

### **OFFICIAL REFEREES (used in sanctioned tournaments and finals):**

1. Referees shall be qualified bocce experts and fully knowledgeable of the league/tournament rules.
2. Referees shall have a copy and enforce all game rules.
3. All "IN" determinations and measurements are made by the Referee. (Measurements may be made with any device that reliably and repeatedly indicates the difference between the measurements.)
4. The referee determines the points for each frame and reports the point score to scorekeepers.
5. The referee shall not give advice to either team or coach players as to where to direct their throw.
6. The referee has the final word in disputes and must document any formal objections/protests for future action by the club/league/tournament committee. Formal objections/protests must be made by the team captain before the next ball is played.
7. A referee for valid reasons may allow a time-out up to 10 minutes maximum.
8. The official referee has the option, after one or more warnings to the player and team captain, to eject a player for continued rule violations, arguing, or disrupting play.

### **TEAM PLAY WITHOUT OFFICIAL REFEREES:**

1. Team Captain assigns team members to each end of court. Team Captain appoints one of the team members at the opposite end of the court to be the 'End Captain' for that end. The Team Captain is the 'End Captain' for their end of the court.
2. The End Captain determines who throws and in what order for the team members on their end of the court.
3. The End Captain of each team at the non-throwing end of the court stand at the side of the court near the pallino and serve as the referees (Official Referee rules apply). If they agree on the 'IN' color they notify the other end of which color should throw. If they disagree, they measure and then notify the other end of which color should throw. The same procedure applies to determining the point count. The End Captains report the point score to scorekeepers.
4. The End Captains are the only 2 people allowed on the court to make measurements, determine points, and return balls. All other players must remain behind the end backboards at

these times.

## **LOCAL RULES**

1. Due to specific local conditions, the league may add additional operational rules relative to officials, protests, non-playing captains/coaches, spectators, records, scorecards, tie-breakers, missing players, substitutions, breaks/time-outs, weather delays, delay-of-game, etc. Such additional Rules will be provided at the beginning of the Match or posted on the Official Web Site.
2. Maintenance may be done to the court in the discretion of either Captain at the start of a Match. However, no maintenance shall be performed to the court between games once the Match has commenced.
3. Check Official Bridgewater Bocce League Web site for any changes to these Official Rules.

## **BOCCE TERMS and DEFINITIONS:**

**Advantage** - The team throwing the pallino is said to have "pallino advantage" because they get to place the pallino where they want it on the court and have a clear shot to place the first bocce ball.

**Ball Buster** - A hard hitting shot that scatters all the balls. (Actually balls are sometimes cracked and broken.)

**Banking** - Throwing the bocce ball such that it hits and bounces off the sideboards towards the pallino.

**Captain** - The person on a team designated to coach and make all team decisions during a game.

**Casino** - The scoring of all 4 points over an opponent in one frame.

**Cement Job** - When the first ball played ends up touching the pallino.

**Codling In** - Easing in another ball close to the pallino for a point.

**Dead Ball** - A dead ball is a bocce ball removed from play during a frame for reasons defined in the game rules.

**End Captain** - The person designated by the captain to coach and make team decisions at their end of the court.

**Footwear** - Shoes with smooth soles, like sneakers, that will not damage the clay playing surface.

**Foul** - An act committed by a thrower that violates the game rules. A team/player is penalized as specified in the rules for committing a foul.

**4 on the Floor & 4 Banger** - Four balls of the same color, all closer than any opponent's ball.

**Forfeit** - The action taken against a team that does not have at least 2 players to start a game at the designated start time or refuses to complete a game for any reason.

**Frame** - The playing of all the bocce balls in one direction and the awarding of points. After points are awarded a new frame starts in the opposite direction. Frames are played until sufficient points are accumulated to win the game. A frame is sometimes called a Giro.

**Get Legs** - Saying for balls that appear to be rolled short.

**Half Court Marker** - A line marked on the sideboards/court surface exactly halfway between the two backboards.

**Hitting or Spock** - A declared underhand bowling type hard throw directly at the balls on the court to purposely hit and move an opponent's ball or the pallino. Sometimes called spocking, shooting, bombing, or raffa.

**Hitting Foul Line** - The second foul line marked on the sideboards/court surface 10 feet from each backboard behind which the bocce balls thrown hard to hit and move other bocce balls or the pallino must be released. This allows for a running delivery to gain momentum on the ball. Sometimes called the spocking, shooting, bombing, or raffa foul line.

**Horizontal Mambo** - A ball rolled to either side of the pallino to take the point away from a ball directly in front of the pallino.

**Hot and Heavy** - Balls that are thrown that appear to be too fast for points.

**Illegal Movement** - A legally thrown ball is moved from its resting position by a player or referee.

**In-bound Lines** - Lines marked on the sideboards/backboards/court surface to define the 12 inch boundary for the initial pallino throw.

**In Team** - The team who has the closest bocce ball to the pallino.

**Interference** - A legally thrown ball is interfered with while moving by someone or something not on the playing surface before the throw.

**Jack** - The pallino is sometimes referred to as the "Jack".

**Kiss** - A term that describes the condition where the bocce ball is touching the pallino. Sometimes called Baci.

**Lagging or Pointing** - The underhand throwing action of a player to roll the bocce ball as close to the pallino as possible to score points. Throwing styles vary from player to player. Pointing is sometimes called punto, or puntata.

**Live Ball** - A live ball is a bocce ball legally in play on the surface of the court.

**Money Player** - A person who consistently makes the point.

**No Point or Tie** - This is when the closest ball of both teams are equidistant from the pallino. The team delivering the last ball must throw again or if all balls have been played no points are awarded for that frame.

**Out Team** - The team who does not have the closest bocce ball to the pallino.

**Pac Man Shot** - Shot rolls in front of and next to the pallino making the pallino disappear from the view of the players.

**Pallino Power** - Having control of where the pallino gets initially placed on the court.

**Pallino** – *pronunciation:* pä-lean'-o *definition - noun:* A small ball used as a target ball for throwing the bocce balls. Sometimes referred to as "object ball", "jack", "pill", "cue ball", "bullet", or "pallina".

**Pointing or Lagging** - The underhand throwing action of a player to roll the bocce ball as close to the pallino as possible to score points. Throwing styles vary from player to player. Pointing is sometimes called punto, or puntata.

**Pointing Foul Line** - The first foul line marked on the sideboards/court surface 6 feet from each backboard behind which the pallino and bocce balls rolled for point must be released. Sometimes called the lagging, throwing, pitch, punto, or puntata foul line.

**Referee** - An independent official that enforces all game rules, directs play, determines the "in team", makes measurements, and determines team points for each frame.

**Riding the Rails** - A term used for a shot played to stick to one of the sideboards.

**Skunked** - The opponents score NO points in a game.

**Kill the Skunk** - Battle cry of the team about to be skunked.

**Spock or Hitting** - A declared underhand bowling type hard throw directly at the balls on the court to purposely hit and move an opponent's ball or the pallino. Sometimes called spocking, shooting, bombing, or raffa.

**Substitute** - Extra players on the team or on the league roster that replace a regular player.

**Take a Picture of That Point, It Will Last Longer** - Saying used for an opponent's ball close to the pallino that requires spocking.

**Toots It Up** - Nudging one of your previously played balls closer to the pallino.

**Visine Shot** - "get the red out" A term usually used by the Green team for a shot to knock out the red ball that is keeping them from scoring.

**Volo** - A high arcing throw of a bocce ball in the air beyond the center line of the court. Volo

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shooting in Court Bocce is not permitted because of safety considerations and to prevent damage to the courts.

**Wall Ball** - Playing the pallino close to the side boards.