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## BASIC BOCCE ORIENTATION

### A. The Court

The court or field of play includes the side (walls) boards from the blue line to the end walls. The blue line on the court is the start for the field of play and a shooter's foot foul line. The court also has a white and a red line. The white is mid court and must be crossed from a toss with the Pallino to start a frame. Only the shooter can pass the white line to view ball locations before taking his/her turn. The red line is the Pallino toss (restart) foul line. See diagram of the courts at Anthem & Liberty Center.

### B. Object of the Game

The object of the game is to roll or toss a bocce ball toward the Pallino to score.

### C. How to Play the Game

Throwing a ball overhand is **not permitted**. Each team has four (4) bocce balls, (2) per team player. The Pallino is tossed into play and then followed with rolling one (1) bocce ball. If that ball does not touch the Pallino and hits the back board, that team must roll again until they have a ball called "in" play. The opposing team rolls the second bocce ball, trying to get closer to the Pallino than the opponents' first ball and continues rolling balls until one of their balls is declared "in" (meaning closer to the Pallino than the opponents' ball) or all 4 team balls are thrown. Once a ball is declared "in" the other team rolls until they have a ball declared "in" or rolls all of their balls. Play continues in the above manner until all 8 balls have been rolled. The score is then declared and the winning team starts the next frame. The "in" status of a ball cannot be changed (rejudged) unless the competing ball position is changed during subsequent play.

### D. In and Out

"In" balls are balls closer to the Pallino than the opponents' balls. "Out" balls are balls in play but not close enough to the Pallino to score.

### E. Frames

A frame starts on one end of the court with eight (8) balls and finishes after the Pallino and all eight (8) balls are played and points have been awarded.

#### F. Ball Rack

For safety reasons all balls must be placed in the ball rack prior to the start of the frame.

#### G. Fouls and Penalties

Rolling a bocce ball and hitting the backboard without hitting the Pallino or another ball makes it a dead ball and must be removed from the court.

Should a player inadvertently roll the wrong color bocce ball, it shall be replaced with the correct color bocce ball after the ball comes to rest. Should the ball require a measurement it will take place prior to the replacement.

If a bocce ball, after hitting the backboard before hitting another ball, bounces and strikes a stationary bocce ball; that bocce ball will be placed in its original position. The thrown ball is removed from the court.

A bocce ball tossed out of the court is a dead ball and removed from play. A ball dropped on the court and not in the field of play will be considered a ball in the rack and ready for play.

Tossing a second bocce ball before all balls come to rest that second ball is a dead ball and removed from play.

“Out of Turn” is when the wrong team throws the ball. The ball that was thrown out of turn is returned to the side that threw the ball. Any ball in play affected by the “Out of Turn” throw will be returned close to its original position or the frame may be replayed.

#### H. Tossing the Pallino

Any member of the team may toss the Pallino and then must toss the first bocce ball into the field of play. The Pallino must go past the white line to be considered a legal throw. Any part of the Pallino touching the red line is a foul. All of the Pallino must not lay any closer than one (1) foot from the side board. If the Pallino toss is a foul, then the opposing team is awarded the Pallino to toss. This procedure continues until one team has a legal throw then tosses the first ball. The Pallino must be ruled a legal toss before throwing the first bocce ball.

#### I. Scoring

Only the closest ball(s) to the Pallino is awarded a point(s). If both teams' balls are touching the Pallino, it is a tie for that frame. A team is awarded a point for each ball closest to the Pallino. Balls that are equal distance from the Pallino are considered a tie (push) and no points are awarded. The first team to reach eleven (11) points at the end of a frame wins the game. A maximum of 11 points can be earned in play. One person is assigned to keep score. The score is posted on the scoreboard after each frame has been played. At the end of each game the markers are moved back to zero.

#### J. Additional Information

Additional tournament rules can be found on website ([www.bocce.scaclub.org](http://www.bocce.scaclub.org)) under Documents and then select Category 'Tournament Rules'.