



# Official Tournament Rules

2017

## DEFINITIONS

**LIVE BALL:** Any ball in play or waiting to be thrown.

**DEAD BALL:** Any ball disqualified by penalty or gone outside court.

**FRAME:** Period in a game in which balls are played from one side of court to the other.

**IN BOUND:** Any ball that is inside of the court and foul line. If still touching the line, it is IN BOUND.

**IN TEAM:** Team with a ball closest to the pallino.

**OUT TEAM:** Team who does not have a ball closest to the pallino.

## 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 more players are present, however, no player is permitted to throw more than 2 balls (a penalty of 2 balls per missing player) per frame. A team without sufficient players forfeits the game.

## COIN TOSS

1. The winner of a coin toss by each team captain has first toss of the pallino and chooses team color.

## PALLINO THROW

1. The pallino is the first ball put into play and is thrown underhand from behind the pointing foul line.
2. The pallino must end up across the center line and at least 12 inches away from court boundaries. If a thrower fails to do this, the pallino is placed in the center of the foul line at the opposite end of court.
3. 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. All balls are thrown underhand and from behind foul line.
2. Team tossing pallino throws the first bocce ball. If the first ball goes outside the court boundaries without hitting the pallino first, the ball is removed and the team throws again until they have a ball in play.
3. Each succeeding ball is thrown by the "OUT" team (team that does NOT have the ball closest to the pallino). The "IN" team only throws if "OUT" team has thrown all 4 balls.
4. If a player throws when other team should throw, the ball is returned and the correct player throws.
5. If a team's legally thrown ball is moved (accidentally or intentionally) from its resting position, it is reset to

its approximate original position.

6. If a bocce ball goes out of the court, for any reason, it is a dead ball and removed from play for that frame.

### **FOUL LINES**

1. Players may step on but not over the proper foul line before releasing the pallino or a bocce ball.

### **SCORING**

1. The official score for frame is determined after all 8 balls have been played. One point is awarded for each ball of the 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.
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 tossing the pallino.
4. The team that first scores predetermined amount of points, wins the game (must win by 2 points).

### **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 not called, 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 can not be determined, the opposing team has the option to leave the balls as they lay or replay the frame.

### **OFFICIAL REFEREES**

1. Referees shall have a copy and enforce all game rules. They are the final word in disputes.
2. Disputes for "IN BOUND" determinations, measurements, and scores are made by the Referee.
3. The official referee has the option, after one or more warnings to eject a player for continued rule violations, arguing, rude behavior or disrupting play.

