



Forgotten Star Brewery

2023 Bocce Ball Rules & Regulations

(subject to change)

TEAMS:

1. All teams must have a **minimum** of two members when starting a game. Players must be at least 21 years old.
2. If a team is more than 15 minutes late without having made previous arrangements with the opposing team, the games will be lost by that team.
2. No player is permitted to throw more than 3 balls during one frame
3. A team must have one player designated as the team captain. They are responsible for informing the team about rules and regulations, along with informing the team about game times/updates.
4. If a team misses two league nights without informing the league coordinator, the team won't be able to qualify for the playoffs.

COIN TOSS:

1. Begin the match with the flip of a coin. The winner of the coin flip has the first toss of the pallino and chooses the color of the team's balls. The loser gets to choose the side they start at.

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 bounce off the sideboards.
2. Pallino cannot be thrown past the back foul line. A team has two chances to put Pallino in play. If the player does not succeed, the opposing team can then throw the Pallino anywhere in play. "In play" means between the center line and end line and six or more inches from either side board of the alley. Aim for the center of the court. Team who throws Pallino gets the first

shot.

3. Once the pallino is in play, the pallino can be knocked anywhere on the court except back over the centerline or out of the court.

BOCCE BALL THROWS:

1. The initial pallino thrower always throws the first bocce ball. Then alternate throws. 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. Hitting or spocking is permitted. A player must first inform their opponent 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.

4. Each succeeding ball is thrown by the team that does NOT have the ball closest to the pallino. In the case of a tie, or any dispute that cannot be settled, no points are awarded to either team. 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.

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.

7. If a player throws the 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.

9. 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.

10. A bocce ball, for whatever reason, that goes out of the court is a dead ball and is removed from play for that frame.

11. Volo shooting (lofting the ball in the air beyond the centerline 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 can not 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.

VIOLATIONS

1. If a player steps over a designated line when making a throw, that is a foot fault. The penalty is an invalidation of that throw after one warning.

2. If a player makes a throw out of order, the teams can agree to let it go or to replace the balls approximately where they previously were.

3. Lastly, no one from the opposite team should try to distract a thrower.

SCORING:

1. The official score for the 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. If the player's bocce touches the pallino, it is called a baci and the team earns 2 points for that ball. There could be multiple touching.

3. The team that scores in the last frame throws the pallino in the next frame and play continues as above.

4. 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.

5. The team that first scores 16 points, wins the game (or whoever is up after the hour).

6. After your game, please turn in your scorecard in the basket, which will be located in the brewery near the front counter!

SUBSTITUTION:

1. Substitutions may only be made between games or between frames.