

# Sunland Village East

## Bocce Ball Club

### Rules

Updated 10/29/24

#### A. Playing the Game

1. Under ideal conditions, each team will have four players, two at each end of the court.
2. One team will deliver the red pointing balls and the other team will deliver the white pointing balls.
3. Team or Player with the red pointing balls will start the game.
4. When delivering the pallina or pointing ball, both feet must be inside the court and behind the foul line.
5. Each team will deliver an equal number of pointing balls.
6. Sequence of delivery on a team is optional except that each member must deliver an equal number of pointing balls depending on the number of players on a team.
7. A frame consists of delivering the pallina and then delivering all of the pointing balls.
8. The team that delivers the pallina delivers the first pointing ball. Once the first pointing ball is delivered, the other team delivers the next pointing ball. Play shall continue with the team that does not have the closest pointing ball to the pallina, determined by the referee.
9. In the case of a tie, determined by the referee, the team delivering the tying pointing ball continues to deliver pointing balls until one of theirs is closer to the pallina. Then the opposing team plays. When all pointing balls have been delivered, the team with the closest pointing ball to the pallina as determined by the referee, is the only team that can score points in any frame.

10. At the end of a frame the play continues at the other end of the court. The team that scored the point(s) positions the pallina in the next frame. If a frame ends with no points awarded, then the team that scored last, delivers the pallina.
11. The game ends when one of the teams scores I I points. The game may end without completing a frame, if one team has enough scoring pointing balls to total at least I I points and the other team has no more pointing balls to play in the frame.
12. At the end of a game, all players switch ends of the court for the next game. The only exception is when there are three players on a team and then the team decides who plays at each end of the court, providing each player must play one of the three games by his or herself

## **B. Teams**

1. A team shall consist of either two, three or four players.
2. League teams will be established by individuals assigned by the Bocce Club.
3. Only SVE residents who are paid Bocce Members are eligible to be placed on a league team or may substitute on a team. Non-Residents and residents who are not paid Bocce Members, are ineligible to play or substitute on a league.
4. Mens League will consist of teams of men only. Subs must be men only. Ladies are ineligible to play on a Men's League.
5. Ladies League will consist of teams of ladies only. Subs must be ladies only. Men are ineligible to play on a Ladies League.
6. Mixed League is ideally 2 men and 2 women, but having only 1 of one gender and 3 of the other, can be permitted when necessary.
7. During league play, If there are 3 persons on a team by design or one player is missing and no subs available, one player will deliver 4 pointing balls in the first game, another delivers four pointing balls in the second game, and the 3<sup>rd</sup> player delivers 4 pointing balls in the third game.

8. If a team player is unable to finish a game, the team captain can reorganize which players play at either end of the court. If a substitute is available, the substitute can be inserted.
9. If during a game, a player is indisposed for a period of time, the other player on the team can deliver all four pointing balls until the player returns.
10. Teams will be selected by drawing for open bocce or by mutual agreement of the players.

### C. Substitutes and Replacement Player

1. A substitute player may be used to replace a player who cannot play due to illness or commitments. Players who cannot play and will miss a game or all of the games for a day, must try to find subs to fill in for them.
2. Replacement is a player who is going to permanently replace a player on a team. Replacement players have to be selected or approved for a team by the league coordinator and a member of the Bocce Board to make sure teams are competitive. Replacement players become permanent members of the team.

### D. Pallina

1. The pallina must initially be delivered anywhere on the court between the center line and the foul line at the far end of the court. No part of the pallina may touch or extend over any part of the respective lines when delivering the pallina. The Pallina cannot cross the foul line at the far end of the court when delivered.
2. One attempt to deliver the pallina between the lines according to rule D. 1. If unsuccessful, for any reason, the opposing team gets to attempt delivery. If the opposing team is also unsuccessful then the pallina shall be placed on the middle of the center line of the court. The first team then delivers its first pointing ball.
3. If the pallina is delivered by the wrong team, the proper team starts the frame over.

4. Players of each team alternate delivering the pallina each time they have it.
5. If, during play, the pallina is struck and moves anywhere on the court it shall remain in play in the position it comes to rest, and play shall continue with the team that does not have the closest pointing ball to the pallina.
6. If, during the course of play, the pallina is driven outside the court by a pointing ball, it shall be placed on the middle of the center line of the court. Play shall continue with the team that does not have the closest pointing ball to the pallina.
7. If a pointing ball is inadvertently delivered in place of the pallina, the pointing ball shall be returned to the offending team and the pallina shall be given to the opposing team for positioning.

## E. Pointing Balls

1. Four pointing balls of the same color for each team.
2. Roll the pointing ball underhand, no lofting the pointing ball past the lofting line. Lofting will result in loss of the lofted pointing ball after one warning by the referee.
3. Players must remain behind the foul line with both feet or knees if playing on the knees.
4. Pointing balls may be banked from the sides of the court or thrown straight but cannot touch the backboard. Any pointing ball that comes in contact with the backboard either on delivery or caused from being moved by another pointing ball, is taken from the court after it comes to rest.
5. Pointing Balls may be rolled at the opponent's pointing ball to move it or get your pointing ball(s) closer to the pallina.
6. Pointing ball is in play anywhere on the court providing it has not hit the backboard.
7. Pointing Balls bouncing out of the court are out of play (dead).
8. If a pointing ball is delivered before the pallina comes to a complete stop, the opposing team restarts the frame. The pointing ball is returned to the offending team.
9. When a player inadvertently delivers a pointing ball from the opposing team, before any other pointing ball has been played, the team committing the foul, loses its turn and one of their pointing balls. The delivered pointing

ball is returned to the opposing team. When the foul occurs after both teams have placed pointing balls on the court, the offending team will lose their pointing ball nearest to the pallina. The opposing team will be given their pointing ball back. All other pointing balls and the pallina will remain where they are. Play continues with the team who does not have the pointing ball closest to the pallina.

10. When a pointing ball is delivered out of turn the offending teams pointing ball, nearest to the pallina, will be removed by the referee. Play continues with the team who does not have the pointing ball closest to the pallina.

11. When a pointing ball is delivered before the referee has indicated which color pointing ball throws next, the offending team is subject to the loss of their pointing ball nearest to the pallina. The referee will rule if a penalty is merited. Play continues with the team who does not have the pointing ball closest to the pallina.

12. All pointing balls will be stored in appropriate court corners so that players and the referee can easily determine the number of pointing balls yet to be played. Only the appropriate player should have a pointing ball in hand.

Players may not hold more than one pointing ball at a time.

13. The only player allowed on the court is the one delivering the pointing ball.

14. When scoring is completed for a frame, Players and/or referee may help retrieve all pointing balls to their proper corners.

## **F. Scoring**

1. The scoring team receives one point for each of their pointing balls that is closer to the pallina than the closest pointing ball of the other team.

2. In case of a tie between two pointing balls, no points are awarded.

3. Eleven points constitute a complete game.

4. At least one permanent member of the team must be playing or the games will be forfeited with the forfeiting team having zero points and the opposing team having 33 points. A team may have up to three subs to play.

5. If an ineligible player plays on a team, all games will be forfeited with the forfeiting team having zero points and the opposing team having 33 points.

## G. Penalties

1. When a player goes on the court while pointing balls are in play or fails to remain behind the court boundaries, the offending team may lose one undelivered pointing ball at the referee's discretion.
2. If a player enters the court without being invited by the referee to help with the scoring, and refuses to leave the court, the referee will penalize the players team with a one-point deduction from the games score.
3. When a team member or team refuses to abide by the referee's decision or engages in unsportsmanlike conduct the game may be forfeited at the referee's discretion. The non-offending team will receive 1 1 points.
4. When a member of a team delivers three or four pointing balls, (in violation of the rules), the offending team will lose their pointing ball nearest to the pallina.
5. A person stepping over the foul line when delivering the pallina or a pointing ball will be cautioned by the referee on the first occasion. Further infractions by the same player will result in the loss of his or her teams pointing ball nearest the pallina. (Because the referee is on the opposite end of the court, a suggestion would be to address the issue with the team captain and let him or her correct his player.)

## H. General Rules

1. A player is responsible for finding his or her own eligible substitute.
2. If a league player or substitute does not show up at game time, (allow 5 minutes) any SVE bocce ball club eligible member that is immediately available can be a substitute. If a league player arrives late, he or she may not step in to complete the game in progress but may participate in any new games. The substitute completes any game started.
3. If one member of a four-person team is absent (and no subs are available) one individual shall deliver four pointing balls. This position is to be rotated among all three members present for each separate game, see rule B.8. When two members of a four-person team are absent, (and no subs are available) the two members of that team present will each deliver four pointing balls from opposite ends of the court.

4. The colored paddles MUST be used to designate which team delivers the next pointing ball.
5. Time may be called if a player wishes to consult with the referee.
6. If a measurement is required, a member from each team and the referee perform the measurement. The referee's decision is final.

## I. Etiquette

1. Good Bocce manners are common sense, common courtesy and good sportsmanship. Specifically, this means that critical remarks about the referee, a teammate or an opponent that results in a hostile environment will not be permitted. A report of this behavior will be given to the board and should provide all details of the incident and will be investigated by the board. A first violation of this rule will result in a warning letter from the Bocce club board of directors. A second violation within a calendar year may result in forfeiture of club membership.
2. Helpful hints on play should be given only when requested.
3. Be ready to play when your turn comes.

## J. Referee Rules for League

1. The Referee determines which team delivers the next pointing ball based on judgment or measurement by showing the color of the paddle to the players and verbally stating which team delivers the next pointing ball.
2. If a player wants to question a call, the player must ask the referee for permission to enter the court. The referee may deny or grant permission.
3. While making decisions on scoring, the referee may elect to move 1 or more pointing balls out of the way to more clearly see the positions of other pointing balls. As the referee moves a pointing ball he or she should indicate whether that pointing ball has scored a point or has not scored a point.
4. The referee may ask for a player to come onto the court to assist with evaluating which pointing balls are closest to the pallina. No other players may enter the court without being invited by the referee.
5. The referee determines if a measurement is required.

6. If the referee inadvertently calls out the wrong score, the referee can correct the error. Examples, the referee calls I red, when meaning I white or calls 1 white when meaning to call 2 or 3 white.
7. The referee enforces the rules of play. Referee may penalize or warn a player or team according to the rules of play.
8. The referee must be honest and fair when scoring points.