

# BOCCE BALL LEAGUE RULES

## ABOUT BOCCE BALL

The object of bocce ball is to get one or more of your teams' balls closer to the pallino than any of your opponents' balls. Bocce is played with eight large balls (four balls per team) and one smaller target ball called the pallino.

## DETERMINING SIDE AND ORDER ROTATION

The coin toss winner chooses the color of their game balls. The coin toss winner also throws the pallino to start the game.

## ROLL ROTATION

- The same player that throws the pallino must throw their bocce ball first.
- The opposing team will then throw their bocce balls until their ball is no longer closer to the pallino or they have exhausted their four balls.
- The "nearest ball" rule governs the sequence of thrown balls. The team whose bocce ball is closest to the pallino is called the "in" ball and the opposing side is "out." Whenever a team gets "in," they step aside and allows the "out" team to throw.

## SCORING

- At the end of each frame (when both teams have exhausted 4 balls each) the captain of each team will determine the points scored or the ref can be summoned to make determination
- To score points, count all the balls of one team that are closest to the pallino, which can be determined by viewing or by mechanical measurement. A team can score up to four points per round if all four of their balls are closest to the pallino compared to the other team's balls.

## TIME LIMIT

You will play two games to 8 points and one game to five points OR one hour from the start time of the match. If the time limit is reached, you will finish the frame in progress and throw one more frame and the game will be over, in which case the point would be awarded to the highest score. The ref will determine when last frame will be thrown. Three games will be played each night, if time limit is reached before completing the first or second game, a sudden death frame will be thrown for each of the remaining un-started game(s).



## HOUSE RULES & FOULS

- A team has the option of rolling, bouncing, banking, etc. its ball down the court provided it does not go out-of-bounds or the player does not violate the foul markers.
- If the thrown ball hits the back stop, it is considered dead and will be immediately removed from play. If the thrown ball hits another ball OR THE PALLINO and then hits the back wall, it is still considered dead. Once the ball is in play, it is live even if it is hit into the back wall by another ball.
- A player also has the option of “spocking” or hitting out any ball in play in trying to obtain a point or decreasing the opposing team’s points.
- Skyline bocce DOES NOT permit overhand throwing, and ball must hit turf before crossing the center line. These violations will result in a foul and ball will be dead and removed from play.

## SUBSTITUTES

Substitute players are allowed. Teams are responsible for finding substitute players. Subs may enter between games, but not between rounds.

## REF FEES

There is a \$3 ref fee for each night per team. There will be two refs for all the bocce courts.

## STANDINGS

The standings and schedule will be online at [www.SkylineLeagues.LeagueApps.com](http://www.SkylineLeagues.LeagueApps.com).

## FORFEITS

Forfeits happen and we understand that you might not be able to make it every night. The forfeiting team will be responsible for both their own and their opponents’ ref fees for the week that they are absent. The forfeiting team will owe a forfeit fee of \$6 the following week as a result. If a team forfeits a total of 3 games in a season, they will be removed from the bags league.

## WEATHER

Minnesota summers come with a promise of rain and shine. If there is too much water on the courts to play, the night will be called off no earlier than 5:00pm the night of play. You can get this information by signing up for Skyline texts and cancelations are posted on all of our social media.

## BOCCE BALL FREQUENTLY ASKED QUESTIONS



1. **How many people on a team?** A minimum of 2 players per team must be present to play. If a team has more than 4 players, the team may substitute any additional players after each frame. If a player arrives during play, they may only join their team after a frame. If a team chooses to post teammates at a designated end, each needs to follow the original rules (i.e. each player may only throw one ball per frame)
2. **How long is a match?** You will play two games to 8 points and one game to five points **OR** one hour from the start time of the match. If the time limit is reached, you will finish the frame in progress and throw one more frame and the game will be over, in which case the point would be awarded to the highest score. The ref will determine when last frame will be thrown. Three games will be played each night, if time limit is reached before completing the first or second game, a sudden death frame will be thrown for each of the remaining un-started game(s).
3. **How do I know when I play?** The schedule and standings for each week are posted in the app and on the website: [www.SkylineLeagues.LeagueApps.com](http://www.SkylineLeagues.LeagueApps.com). Cancellations due to weather will be made **at 5pm** that day.
4. **What happens if the other team doesn't show up?** A team has 10 minutes past the designated start time to show up. If they do show up late, but within the allotted 10 minutes, teams will not receive extra time to play and you must complete your game in the remaining time. If they do not show up at all, the result is a forfeit. The team that shows up will be awarded all 3 points.
5. **What constitutes a valid throw of the pallino?** You **ONLY** get one chance to throw the pallino and it must cross the yellow center line and not end up closer to the back or side wall than the width of a bocce ball. However, the pallino can bounce off the back wall and is still consider in play if it obeys the original rule of being a bocce ball width from the wall. To measure a legal throw, slide a bocce ball between the wall and pallino; if it hits or "ticks" the pallino or does not cross the yellow line, the opposing team gets to place the pallino where they choose; given it is a legal placement of the pallino.
6. **What happens if the closest ball of each team is equal distance from the pallino at the end of a frame?** If the captains decide the closest ball of each team is equal in distance from the pallino, **NO** points are awarded and the game continues from the opposite end, with the same team throwing the pallino as the previous frame. Ref can be summoned to make determination



7. **Players on court?** Only players permitted on the court are those actively participating in the game. Please no kids on the courts.
8. **What if a player throws out of turn or accidentally moves a ball that is in play?** If a team throws out of turn or touches a ball that is active in play, the opposing team will earn two points. Once this infraction has occurred, the frame is over.
9. **What if a volleyball interferes with a bocce game?** Any volleyball that interferes with play will be considered a “hazard of the game.” Any bocce balls moved because of volleyball interference will be left “as-is.”
10. **What if a thrown ball leaves the court?** The ball is dead, and the opposing team gains one point.
11. **What if ball is thrown and knocks pallino out of bounds?** The opposing team gets to place pallino where wherever they like and thrown ball is removed from play and consider dead.
12. **What if ball is thrown and knocks other team’s ball out of bounds (off court)?** The throwing team’s ball is removed and opposing team gets to re-throw knocked out ball(s).

*For more league questions and details, please contact Shannon, Manager of League Development, through email at [sblomgren@skylinesocialandgames.com](mailto:sblomgren@skylinesocialandgames.com) or call 218-520-0539.*

