

JEFFERSON CITY BOCCE ASSOCIATION, INC.  
RULES AND REGULATIONS  
As of November 15, 2011

OBJECT OF THE GAME

Bocce is played with eight large balls and one small target ball called the "pallino" or "jack". The object of the game is to roll the bocce ball closest to the pallino. There are four balls for each team and they are made in two colors to distinguish the balls of one team from the four balls of the other team. Two players from each team are permanently stationed at each end of the court for the game. Games consist of 12 frames or 12 points. Anyone 21 years of age or older may play on a team in the league.

STARTING THE GAME

A coin toss will determine which team has the pallino and which color balls that team selects.

PLAYING THE GAME

The pallino is thrown out by a member of the team having won the coin toss to start the game. The same player throwing the pallino must deliver the first bocce ball. A ball may not be thrown while other balls are still in motion. A player may toss the pallino any distance so long as the pallino passes the centerline of the court and does not fall into the pit. If a player fails to toss the pallino past the centerline or it falls into the pit, the opposing team will toss the pallino and put it in play. If the opposing team fails to toss the pallino past the centerline or it falls into the pit, the pallino reverts to the original team. In any case, when the pallino has been properly put into play, the player who tossed the pallino will throw the first bocce ball. The opposing team will then deliver their bocce balls until the point is taken or they have exhausted their four balls. The "nearest ball" rule governs the sequence of thrown balls. The side whose bocce is closest to the pallino is called the "inside" ball and the opposing side the "outside" ball. Whenever a team gets "inside" it steps aside and allows the "outside" team to throw. The team outside throws until it beats (not ties) the opposing ball. This continues until both teams have used all their balls. This ends the frame. Games are played to 12 points. When a team wins a game, players may exchange ends of the court and substitutions may be made. The team winning the previous game will toss the pallino to start the next game.

DISQUALIFIED BALLS

Should a player's bocce ball make contact with the backboard, the bocce ball is considered a dead ball and is removed from play until the end of the frame. The bocce ball that hits the backboard should be removed as soon as contact with the backboard is made. However, should a bocce ball hit the backboard and then roll back in the court and make contact with other bocce balls, the other bocce balls shall be returned to their original position (as agreed to by the team captains). If the pallino is knocked off the court, play ends. The pallino will be put into play at the other end of the court by the opposing team. Should a player throw the wrong colored ball, it shall be replaced with the right colored ball and play shall continue.

#### FOOT FOULS

The player must not step on or over the foul line upon or when releasing the pallino or bocce ball. All balls or pallino moved by a foot foul shot will be returned to their original position. The player who made the foul shot will re-throw the pallino or bocce ball.

#### SHOOTING

Shooting is lofting the ball in the air beyond the center of the court and is not allowed.

#### DISPUTES

The teams playing will referee their own game. A team captain from the opposite court shall decide any dispute which cannot be resolved by the team representatives. Upon his/her decision, the game shall continue.

#### SCORING

Only one team can score per frame. One point is given for each ball that is closer to the pallino than the closest ball of the opposing team. If at the end of any frame the closest ball of each team is equidistant from the pallino, no points are awarded to either team and a new frame begins, with the same team tossing the pallino as the previous frame. No team can score more than 4 points in a frame and no team can score more than 12 points in a game. A forfeited match results in a score of 12-0. If both teams fail to show up by the designated time, the result will be a tie score of 0-0.

#### MEASUREMENTS

All measurements are made from the inside dimension of the bocce ball to the inside dimension of the pallino, or in any other manner as the teams may agree upon. Only the captain, or designated representative from each team, may be present for measurements.

#### STARTING TIME AND PLAYERS

Matches begin at 6:00 pm or 7:30 pm. A team that is not present within 15 minutes after the starting time forfeits 1 game, if not present within 30 minutes after start time the team forfeits all three games.

The team that wins by forfeit shall be awarded a win for each forfeit.

Matches consist of three games.

A team can play with as few as 3 people, but no more than 4 people per frame. Players can be substituted only between games, unless due to injury or illness. If a team has more than 4 players, the team may substitute any additional players after each game. If a team has less than 4 players, the team will play with 3 balls on the side with one player. If a player arrives during play, he or she may join their team only after a frame.

A match will be determined a forfeit if a team fails to have 3 players before 15 minutes past the designated start of the match.

Only the participating player should be on the court before the ball is thrown and while the game is in progress. Players shall stand behind the foul line when balls are being thrown. Spectators are not allowed on the courts at any time during regulation play.

Games that are rained out or postponed must be made up before the end of the regular league season.

## REGULATION GAMES

A regulation game is played to 12. The first team to reach 12 points or highest score after 12 frames wins. A regulation match consists of three games played within the 1-1/2 hour time limit. At the end of each match, team captains must submit their game scores to a board member. A record will be kept of all team's wins to determine the overall league standings and eventual playoff seeding. League standings will be kept with the League and also posted on the website. The season will consist of 8 weeks- 6 weeks of regular season and 2 weeks of make-ups/playoffs. A playoff schedule will be determined after the final week of regulation play and sent to each team's captain (via email) and posted on the website. All

teams in the league will make the divisional playoffs. First tiebreaker will be the team with the highest overall game differential, then the team with the highest overall game points, then teams will be pulled from a hat. Playoff schedule will be determined at the end of the regular season.

## PLAYER ELIGIBILITY

All players must:

Be age 21 or older

Registered through the Kiwanis-Prison Brews Bocce League

Sign the Player Waiver, Release of Liability and Indemnification Agreement

## EQUIPMENT

Athletic apparel is required. Flat shoes must be worn.

## COURT MAINTENANCE

The responsibility for maintaining the court is with the two teams who are scheduled to play on the court. Help keep courts in good playing condition by:

Picking up any debris that may be on the court.

Do not smoke on bocce courts while you are playing. There are buckets for cigarette butts on the tables in the smoking area. Please do not throw cigarette butts on the courts.