

Tahoe City Parks and Recreation

Bocce Ball Rules

Welcome to Tahoe City Bocce.
Our goal is to promote a recreational league that is fun for everyone.
Have a great match!

Please check out the Scoring section as there have been some additions to the 2019 season!

Beginning the Match:

The home team (usually listed first on the schedule) may choose either the color of the balls or have the first toss of the pallino.

The team that tosses pallino may toss it any distance as long as the pallino passes the center line of the court and does not make contact with the back wall. If a player fails to validly toss the pallino the opposing team will have a chance to toss the pallino. This alternates until there is a successful toss. When the pallino is properly put in play the original team that won the coin toss will put the first bocce ball into play.

The Game:

The team who originally tosses the pallino, whether successful or not, throws the first bocce ball. If the bocce ball hits the back board that team must roll again. Otherwise he/she steps aside and his team does not roll again until the opposing team has either gotten one of its bocce balls closer to the pallino or has thrown all of its balls. The team whose bocce balls are closest to the pallino is called "inside" and the opposing team "outside." Whenever a team gets inside, it steps aside and lets the outside team roll. The team outside throws until it beats (not ties) the opposing ball. This continues until both teams have used all their bocce balls (a total of 8, 4 from each team). The team who scored last, throws the pallino to begin the next frame.

- If a team fields less than 2 players, the game is a forfeit. A 2 or 3 member team may play throwing only 2 balls per player. A 3rd or 4th player arriving late may enter the game after the completion of the frame.
- All Bocce matches start on the hour. If a team does not have enough players 10 min after start time the match is a forfeit. Teams may always play just for fun. **All matches have a one hour time cap.**
- If a player rolls the wrong colored ball, simply replace it with the correct color when the ball comes to rest.

- If a player rolls out of turn the opposing team may leave everything, including the thrown ball, exactly where it is or may return any moved balls to their approximate original positions and remove the thrown ball from play. It is the choice of the offended team.
- If a ball is moved before all 8 balls are played, the opposing team replaces the ball to the approximate original position. This is to be done in the spirit of good sportsmanship.
- Players need not alternate throws. Consecutive or alternating throws by teammates shall be at the option of the players.

Dead Balls:

- Should a player's bocce ball make contact with the back board the bocce ball is considered a dead ball on impact and is removed from play until the end of the frame.
- Any bocce ball that strikes the back wall directly or indirectly shall be removed. It does not matter whether the ball was hit by another ball or directly thrown into the wall
- If a bocce after hitting the backboard strikes a stationary bocce, that stationary bocce shall be replaced in its original position. The thrown ball is removed from play.
- If a bocce hitting the backboard is not removed quickly enough and, as a result, strikes a moving ball that likely would have hit the backboard, allowing the moving ball to remain in play, that moving ball remains in play where it comes to rest.

Pallino:

- Once the pallino has been validly put into play, it remains in play even if it hits the backboard. However, if the pallino is knocked out of the court or it is knocked in the front of the center line, the frame will end, no points are awarded, and the game will resume from the opposite end of the court with the same team tossing the pallino.

Foul Line:

- Player's movements are limited to the foul line. **The player may step on, but should not step over the foul line before releasing the pallino or bocce ball.** When a player releases the pallino or bocce, both feet must be on the court unless the player has a significant physical impairment.

Shooting:

- Shooting is lofting the ball in the air beyond the center of the court. Shooting is allowed if the thrown ball hits the ground before hitting another ball. If the thrown ball does not hit the ground first, everything goes back to its approximate original position. The thrown ball is out of play.

Scoring:

- Only the "inside" team scores. One point is given for each ball of the inside team that is closer to the pallino than any ball of the opposing team. If at the end of any frame the closest ball of each team is equidistant from the pallino, the frame ends in a tie and no points are awarded to either team. The game will resume from the opposite end of the court with the same team tossing the pallino. Capitan's of each team are responsible for keeping the score sheet and for reporting the results of the match.
- If a bocce ball is "kissing" the pallino by making contact the scoring team receives 1 additional point for every bocce ball "kissing".
- A "bocce" occurs when all 4 of a team's bocce balls are closer to the pallino than their opponents. When a team scores a "bocce" they receive 1 additional point, giving them 5 points for the round.
 - In addition, if while scoring a "bocce" one or more of the bocce balls are "kissing" the pallino additional point will be rewarded as stated above.
- Each match will be one game to 21, win by 2, capped at 25. In the event that time runs out, the team that is ahead is declared the match winner. If tied, the next team to score a point wins. **All matches have a one hour time limit.**
- In the event the pallino is thrown close to, but still over the center line, bocce balls landing behind the center line are still in play.

Measurements:

- All measurements should be made from the inside dimensions of the bocce ball to the inside dimension of the pallino.
- All reasonable request for measurements should be made. If it is determined that a team is requesting unnecessary measurements, the league coordinator reserves the right to limit the number of measurement request made per match.

Conduct and Courtesy:

- Players standing on the inside of the bocce court when the opposing team is throwing is allowed. If the opposing team does request them to step out, that request must be granted.
- Please remember that games start on the hour. Please be courteous to the team playing after you and give them the necessary space to get their game started. Please also remove all of your trash from the playing area.