

ON TOP OF THE WORLD RULES OF BOCCE

GENERAL: All (Team-Open)

Article 1: We have a non-restrictive club, which anyone can play on any league, team - open, regardless of which part of the OTOW complex they live in.

Article 2: Bocce can be played in singles, doubles, triples or even teams of four. Team play will be organized with teams of four to maximize facility use. Team leagues will have either 4, 6 or 8 teams.

Article 3: A Bocce ball is a hard composition ball with a diameter of 4 ½ ". Four balls of the same color are used by a team.

Article 4: A pallina is a hard composition ball with a diameter of 2". There is one pallina used per game and it is occasionally called the "jack" or target ball.

Article 5: The Bocce court is the playing area in which a game is played. The court surface can be clay, sand, gravel, grass or carpet. The court has side, back and corner boards. The court dimensions are 12' by 60'.

Article 6: Bocking is the action of one ball hitting another ball of an opponent. There is no penalty and is a good strategy at times. The pallina can also be displaced at any time during a frame.

Article 7: Coaching from any player to team members is fair and is encouraged. However, negative comments to teammates or opponents are not appropriate behavior.

Article 8: If a player has a hard time getting in and out of the court they may stay in the court behind the foul-line until their time of play is over, and then they must get out of the court.

Article 9: Each, open or team league must select one representative to serve on the Board of Directors.

Article 10: Absolutely no profanity, unsportsmanlike conduct or alcoholic beverage is permitted. The offending player may be subject to a one or two game suspension or, depending on severity, a league suspension.

Article 11: Shoes and shirts should be worn at all times.

PLAY: All (Team-Open)

Article 1: The object of Bocce is to get the Bocce ball as close as possible to the pallina. The ultimate team objective is to roll as many of their color balls closer than the opponent's closest ball to score points. Points are awarded; one point for each closest ball and two points for each ball touching / kissing the pallina.

Article 2: Positions: there are 4 players on each team with 2 teammates on each end. Teams must alternate player rolls. No one player may deliver more than 2 balls per frame.

Article 3: Teams will play two (2) 16 point games. In a two game format teams will change ball color and ends of court. The losing team in game 1 will start game 2. Only one team can score 1 - 8 points per frame depending on how many of their balls are inside the opponent's closest ball. The scoring team in a completed frame will roll out the pallina for the next frame.

Article 4: All Bocce balls must be delivered in an underhand motion. Players must stand behind the foul line to deliver a ball. Penalty in either case is a dead ball and will be removed from the court after it comes to rest. Any balls affected by the dead ball will be replaced as close as possible to their prior locations before contact occurred.

Article 5: All balls, not in play, must be placed in corner triangle.

Article 6: A team's lead-up player rolls the pallina to start the game. The pallina must come to rest 6 inches from any side, corner or back board, which is measured from the board to the edge of the pallina. The lead player will have 3 attempts to legally put the pallina in play. After the third attempt, it will be spotted on the center point of the far end. The pallina may be caromed off any board.

Article 7: After the pallina roll is deemed legal, the same player rolls the initial ball trying to get as close as possible to the pallina. The opponent then rolls a first ball, trying to get an inside position. The next ball that will be rolled is determined by the player or team that is outside ensuring that players rotate turns until one of their balls obtains an inside position or the team rolls all four (4) of their balls. **Note: The player who rolls the last ball will roll first the next time they roll from their end of the court.**

Article 8: Only one representative from each team per end is allowed to determine and measure which team has the inside position. These individuals have the final decision on all points scored through out the game.

Article 9: When measuring, place the cup over the pallina then extend tape to the ball you believe is nearest and lock tape, then rotate the tape which is mounted above the cup to any balls in question. Please remove the cup very carefully to prevent moving the pallina.

Article 10: If, in mid frame, players roll balls that result in a tied ball with their opponent, then the players will continue to alternate rolls until an inside position is established.

Article 11: If a ball leaves the playing area or player steps over the foul line or a ball is rolled out of turn, **is a dead ball and is removed from play.**

Article 12: Any ball delivered by any player that contacts the back board directly without contacting another ball, the pallina, side or angle boards, is a dead ball and is removed from play.

Article 13: Interference occurs when a player delivers the wrong color ball or a ball out of turn. The ball must be allowed to come to rest then the ball shall be removed. The ball that is removed is a dead ball. Play will continue until all balls are played.

Article 14: If after a frame is completed and there is a tied ball situation after measuring then no points is awarded to either team. The game will resume from the opposite end of the court with the same team rolling the pallina that started the previous frame.

Article 15: If the pallina is knocked outside of the court at any time then the entire frame must be replayed from the beginning.

PLAY: Team (Same as ALL except)

Article 1: In team play, once teams are established, the league representative will have a lineup of which teams will play each other, a coin toss will determine first to play and ball color choice.

Article 2: Teams may organize their line-up any way they choose. Each team must choose a captain.

Article 3: Standings in team play are based on WIN - LOSS record. Total points are used to break team ties. If points are tied, a tie-breaker game will be imposed.

Article 4: Three (3) members constitute a legal line-up. Two (2) original members must be present or the game must be made up or forfeited. When there are only 3 people on a team, members must rotate to opposite ends to complete a 3 player team.

Article 5: A grace period of 15 minutes will be allowed for team members to arrive before a game is forfeited.

Article 6: Players who will not be present for a schedule game must arrange for their substitutes and notify the team captain.

Article 7: If a game cannot be played at the scheduled time, a makeup game may be played anytime before or after the scheduled time. Please make an attempt to play the makeup game in the same week, if possible

Article 8: If a game is interrupted for any reason and the game is resumed at a later time, the score at the end of the first part will be starting score when the game is resumed.

PLAY: Open (Same as ALL except)

Article 1: Open Bocce players will sign in on the sign-up sheet. Teams will be established by random selection of cards which indicate the lane and team color. Example: Red 2 equals lane 2 red team or Green 3 equal's lane 3 green team.

Article 2: In open play the Red Team will always throw out first. The players of any given team may elect to play their balls in any rotation provided players alternate rolls.