

MADISON SENIORS BOCCE RULES

Teams:

1. A team on the court consists of 4 players maximum with each player throwing one ball.
2. If no substitutes are available a team may play a match with only 2 or 3 players present. However, no player is permitted to throw more than 2 balls and the additional throws are to be rotated between players. A team without at least two original players present at the scheduled game start time forfeits the game.

2A. If a game is forfeited, the teams involved may schedule a make-up game to be played the following week at 10:00am. If the game is not made-up the following week, neither team will be credited with "a win, a loss, or points for". It would be to both team's interest to make up the game since standings are based on "wins, losses, & points for". Teams that forfeited games and did not make up those games will fall behind in standings with teams that play all the scheduled games. Standings will reflect that forfeited games not made-up are considered games not played.

3. A team must have one player designated as the team captain. The team captain participates in the coin toss and assigns players to their position on the court for the match. Only the team captain or his Appointee may go on the court for measurements.

COIN TOSS:

1. Begin the match with the flip of a coin between the captains of each team. The winner getting the first toss of the Pallino and choice of ball colors

PALLINO THROW:

1. The Pallino is the first ball put into play and is thrown underhanded from behind the pointing foul line. The Pallino may be bounced off the sideboards.

2. The Pallino must come to a complete stop before a bocce ball can be thrown
3. The Pallino must end up across the centerline and at least 12 inches away from the sideboards or backboard without hitting the backboard. If a thrower fails to do this he or she will throw until corrected
4. If a player throws Pallino and/or first ball when other team should throw the Pallino, the balls are returned and the frame starts over.
5. Once Pallino is in play, the Pallino can be knocked anywhere on the court except back over the centerline or out of the court. If the Pallino is knocked past the center line or out of the court the frame ends and play resumes at the opposite end, with the same team throwing the Pallino).

BOCCE BALL THROWS:

1. The initial Pallino thrower always throws the first bocce ball. All balls are thrown underhand. If the first ball hits the backboard without hitting the Pallino first, the ball is removed and the team throws again until they have a ball in play.
2. All bocce balls are thrown from behind the pointing foul line.
3. The team that does not have the ball closest to the Pallino throws each succeeding ball. A team whose ball ties the opponent's will be considered a draw with no score counted.
4. The "IN" team only throws if opponents have thrown all 4 balls. Team members will throw in the order they start the game
5. In the event the first two balls thrown are tied the first thrower will be considered as IN and the opposite team throws.
6. Balls may be bounced off or played against sideboards.
7. Throwing from beyond the pointing foul line is not allowed in senior player bocce.
8. A ball hitting the backboard without first touching the Pallino or another bocce ball is a dead ball and is removed from play.

9. If a player throws the wrong color ball, it is replaced with a correct color ball after the ball comes to rest.
10. If a player throws when the other team should throw or throws more than two balls, that ball is removed from play. Standard Penalties apply, as written on page 4
11. If a player throws when the other team should throw because of a miss call by a captain, the ball is returned and the correct player throws.
12. If a team's legally thrown ball is interfered with, while moving by someone or something not on the playing surface before the throw, the ball is returned to be thrown again. If possible, any balls moved by the throw are reset to their approximate original position. If balls are sufficiently moved, that the approximate original position cannot be determined, the frame is replayed
13. If a team's legally thrown ball is moved (accidentally or intentionally) from its resting position by an opposing player or captain before the points are determined and the end of the frame is declared, it is reset to its approximate original position. If the ball is sufficiently moved that the approximate original position cannot be determined, the offended team has the option to leave the balls as they lay or replay the frame.
14. The person(s) doing the measuring may press and rotate balls and the Pallino before measuring to mark their original position on the court surface. If a ball or Pallino is accidentally moved while measuring, it is replaced to its original marked position.
15. A bocce ball, for whatever reason, that goes out of the court is a dead ball and is removed from play for that frame.
16. Volo shooting (lofting the ball in the air past the center line of the court) is not permitted.

FOUL LINES:

1. Pointing foul lines must be clearly marked for foul line violations to be officially called and penalties applied.
2. Players may step on but not over the proper foul line before releasing the Pallino or a bocce ball.

3. If a player's Crosses the foul line before releasing a ball (bocce or Pallino), they will receive one warning. Subsequent fouls will result in nullifying the Pallino throw or removal of the thrown bocce ball from play. These calls are to be made by captains only.

STANDARD PENALTIES:

1. For the violation of any rule that requires the removal of a bocce ball from play, that ball is immediately removed from play until that frame has been completed. The violation must be called and the ball removed before the next ball is thrown. If the ball is not removed before the next ball is played, the ball remains in play for the rest of the frame.

2. If possible, any balls moved because of the action of the violation ball are reset to their approximate original position. If balls are sufficiently moved that the approximate original positions cannot be determined, the opposing team has the option to leave the balls as they lay or replay the frame.

SCORING:

1. The official score for frame is determined after all 8 balls have been played and measured to the captain's satisfaction. One point is awarded for each ball of a team that is closer to the Pallino than the opponent's closest ball (1 to 4 points).
2. The team that scores in the last frame throws the Pallino in the next frame and play continues as above.
3. If each team's closest balls are tied, no score is made and play continues at the opposite end with the team scoring the point(s) in the previous frame delivering the Pallino.
4. The team that first scores 21 points wins the game.
 - 4A. All games must be played until one of the teams reaches a score of 21.

1. If a game is ended before either team reaches 21, the game will be considered incomplete and no “win, loss or points for” will be awarded.
 2. Make up games will be allowed to complete incomplete games, and must be played the following week at 10am.
 3. Make-up games to finish incomplete games should be continued from where they were ended.
5. All Team standings are determined by Wins, Losses and Points for.
- 5A. All standings throughout the season will be calculated as follows: by the team’s number of year-to-date wins, losses and points for.
1. Point differential is eliminated in determining a tie breaker and standings.
- 5B. OPTIONAL- Team Playoffs: If agreed upon by the captains of tied teams a playoff may be used to break a tie. Any teams tied for 1st, 2nd, or 3rd place in the final 2 weeks of the season, could play each other to break the tie. Any tie playoff must be played by the last week of the season.
- 5C. If teams elect not to use the playoff option to break the tie, then the tie will be broken by the YTD Wins, Losses & Points for.

SUBSTITUTION:

1. It is the responsibility of each team player to notify the Team Captain, or his / her appointee, if they cannot play a scheduled game.
2. The team captain, or his appointee, will call substitutes on the roster when trying to replace absent players.
3. Substitutions may only be made between games or between frames.
4. A late arriving missing player or substitute may enter the game in a vacant position at any time between frames. If a substitute is playing, the position is not vacant.
5. A team must use league substitutes, from the league substitute roster, for missing players.

TEAM CAPTAINS:

1. The team captain participates in the coin toss and assigns players to their positions on the court.
2. Only the team captains, or their appointee, may go on the court for measurements.
3. A captain may approach and observe the positions of balls in play.
4. No more than two people shall return balls for the next frame after points have been determined.
5. The team captain is responsible for assuring that the team's points are posted correctly and for reporting final game scores to the record keeper.
6. It is the duty of the Team Captains to verify and initial the score card before turning it in

TEAM PLAYERS:

1. Players may request an "IN" count or a measurement at any time. An "IN" count is not official until all 8 balls have been played and necessary measurements made.
2. The first thrower on each team, upon throwing, will advance to the opposite end and determine which team is throwing next.
3. Players shall not talk to or interfere with a thrower on the court prior to the release of the ball.
4. Player practices after the game start time is limited to one complete frame in each direction.
5. To preserve the condition of the court, no more than 2 players shall be on the court at one time with no one wearing ripple or spiked sole shoes.
6. If a scheduled game is cancelled it will be played the following week and not skipped. The schedule will be continued in order and if cancellations occur, games at the end of the schedule may not be played.

