



CASA ITALIA STANDARD COURT BOCCE RULES

TEAMS:

This year the league will be setup with two divisions. Every team will play each other within a division. At the end of regular play, 7 games, the top 4 teams with the highest point totals in each division will make the playoffs. Teams 1 and 4 and 2 and 3 will play the first week. The winners will play the following week to crown a winner for each division. The winners of each division will play the following week to determine the champion of Casa Italia's 2023 League.

1. A team on the court has 4 players maximum (2 stationed at each end of the court) with each player throwing 2 balls. Players are not allowed to switch ends during a game. A team may have one or more substitute (alternate) players on the team. You cannot substitute players during a match.
2. A team may play a match if only 2 or 3 players are present; however, no player is permitted to throw more than 2 balls (a penalty of 2 balls per missing player). A team without at least two players present at the scheduled game start time forfeits the game.
3. Players MUST take turns throwing the bocce. A player CANNOT throw two balls in a row.
4. We will assign teams a court number each week.
5. No frames can start after 9:00 p.m. A frame that starts before 9:00 p.m. must be completed. The team that has the most points after that frame wins.

COIN TOSS:

1. Begin the match with the flip of a coin between the captains of each team. The winner of the coin flip has the first toss of the pallino and chooses the color of the team's balls.
2. Players must switch ends between games and the winning team throws the pallino to start next game (players may be replaced by substitutes; however, a player never plays 2 consecutive games from the same end of the court).

PALLINO THROW:

1. The pallino is the first ball put into play and is thrown underhand from behind the foul line. The pallino may be bounced off the sideboards.
2. The pallino must end up across the center line and at least 6 inches away from the sideboards or backboard without hitting the backboard. If a thrower fails to do this, the throw goes to other team. If the second throw fails to place the pallino into play, the pallino is placed

approximately in the center of the hitting foul line at the opposite end of the court in order to speed up play.

3. 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.

4. Once pallino is in play, the pallino can be knocked anywhere on the court except back over the center line or out of the court (frame ends, play resumes at opposite end, and same team throws 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 foul line.

3. Each succeeding ball is thrown by the team that does NOT have the ball closest to the pallino. A team whose ball ties the opponent's closest ball must throw again. The "IN" team only throws if opponents have thrown all 4 balls. Team members can throw in any order.

4. Balls may be bounced off or played against sideboards.

5. A ball hitting the backboard without first touching the pallino or another bocce ball is a dead ball and is removed from play.

6. If a player throws wrong color ball, it is replaced with a correct color ball after the ball comes to rest.

7. If a player throws when the other team should throw or throws more than 2 balls, that ball is removed from play.

8. 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 positions cannot be determined, the frame is replayed. However, if the interference is caused by a team member, the ball is removed from play.

9. If a team's legally thrown ball is moved (accidentally or intentionally) from its resting position by an opposing player 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.

10. If a team's legally thrown ball is moved from its resting position (accidentally or intentionally) by a team member, the ball is removed from play.

11. A bocce ball, for whatever reason, that goes out of the court is a dead ball and is removed from play for that frame.

12. Volo shooting (lofting the ball in the air beyond the center line of the court) is not permitted.

FOUL LINES:

1. Players may step on but not over the proper foul line before releasing the pallino or a bocce ball. (Toe of foot cannot exceed the width of the foul line mark.)

SCORING:

1. The official score for frame is determined after all 8 balls have been played and measured to the captains' 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 12 points wins the game. (Must win by 2).

5. Matches are 2 out of 3 games. If a team wins the first 2 games, the third game can be played, but no points will be assigned.

6. A KISS is worth 2 points.

LEAGUE STANDINGS:

1. A point is earned for each game won in a match. If a team wins the first 2 games, they will receive 3 points for that match.

Examples: If a team wins 2 games and loses 1, they will receive 2 points for that match. If a team wins 1 game and loses 2, they will receive 1 point for that match. If a team loses the first 2 games, they will receive no points for that match. If the team wins the first 2 games, they will receive 3 points for that match.

2. League Standings will be passed out each week.

3. TIE BREAKERS

a. The 4 teams with highest point totals in each division will make the play-offs.

b. The team that earns the highest points in a division will be the number one seed of the division, the team that receives the second highest will be the second seed, and so on.

c. If 2 or more teams are tied for the seeding, the tie breakers are as follows:

➤ If 2 teams are tied, the team that beat the other team in the regular season, that team will win the tie breaker.

➤ If there are more than 2 teams tied, if a team has beaten all of the other teams in the regular season, they win the tie breaker.

- If multiple teams are tied at the end of the regular season, and no one team has beat all of the other teams that are tied, then there will be a tie-breaker week (week 8). This will determine who will play in the play-offs. Thus, if there are no tie-breaking games the playoff will be week 8, 9 and 10.

RAIN OUT GAMES:

There will be no rain out make up days.

SUBSTITUTION:

1. Substitutes must be present at the beginning of the match.
2. The same substitute must play for the entire match. If that substitute needs to leave, team must play with 3 players.
3. A player on a scheduled team league cannot substitute for another team during the play-offs.

TEAM CAPTAINS:

1. The team captain participates in the coin toss and assigns players to their position on the court.
2. 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.