

CCBC RULES OF PLAY

Amended March 29, 2023

- **Mission Statement**

- The purpose of the Central Coast Bocce Club and the Club's League play is to promote social interaction among Club members through the game of Bocce Ball in an open and pleasant manner.
- It is important that each player review, understand and abide by the League Rules and Player Responsibilities. If anything is unclear, ask for assistance from a team captain or a Club board member.

- **Starting a Game**

- The match begins with a coin toss or some other starting decision process. The winner may decide to have the first toss of the pallino or the choice of ball color. Thereafter, possession of the pallino for the start of subsequent games is retained by the team winning the previous game.

- **Starting a Frame**

- A frame begins with all eight bocce balls and the pallino in their respective racks. Four players are at the same end of the court, two players from each team. With each new frame, play alternates between the ends of the Bocce Court.

- **Putting the Pallino in Play**

- The assigned player stands behind the foul line while tossing the pallino. The toss is considered legal and "in play" when the pallino (1) breaks the leading edge of the center line and (2) does not contact the backboard. However, a pallino may contact the sideboards (or rails).
- Once in play, the pallino remains in play even if it is struck by another ball and it hits the backboard.
- Team members must alternate turns throwing the pallino. No player may throw the pallino in consecutive turns, even if the other team has thrown the pallino in the interim. If a player throws the pallino in consecutive frames, their toss will not be legal, and the other team will throw the pallino.
- If the player does not make a legal toss, the pallino will be taken back and thrown by a member of the opposing team. If the opposing team also fails to make a legal toss, the original team tries again, rotating players with each attempt, back and forth between teams and players, until a legal throw is made.

- **Putting Bocce Balls in Play**

- The player originally tossing the pallino, whether successfully or not, rolls the first bocce ball.
- The order in which the four balls are thrown by a team shall be at the option of the players (except for the first ball of a frame); but each player must throw two balls per frame.
- Once the ball is in play that player steps off the court. The team does not roll again until the opposing team has either rolled closer to the pallino or has thrown all their balls.
- The team whose bocce ball is closest to the pallino is “inside” and the opposing team “outside”. Whenever a team gets “inside”, the team that is “outside” continues to roll balls until it either rolls a ball “inside” or has thrown all its balls.
- Once a frame has started, all bocce balls shall remain in the ball rack until put into play. Only the player in the court, during his/her roll, may remove balls from the rack unless help is needed. If a player picks up a ball when it is not their turn, the player will be given a warning by the team captain. Each additional foul by the same player within a game will result in the ball being removed from play for that frame.
- While the object is to come closest to the pallino, it is permissible for a player to roll a ball to strike any stationary ball (including the pallino) to gain an advantage.
- Bank shots played off the sideboards are permitted.
- If a player rolls the wrong-colored ball, it should be replaced with the correct color when and where it comes to rest. The replaced ball is returned to play.
- If a ball is dropped accidentally when being removed from the rack, it is not considered a toss. However, once a ball is removed from the rack and the player moves to a position addressing the pallino, a dropped ball is considered a toss if it crosses the foul line.
- If a team is “inside” and all the opponent’s balls have been tossed, a team may decide to protect its advantage. In this situation, it is neither required nor sufficient to declare intent, but the team must toss its remaining balls. To this end it is sufficient to pick up each ball from the rack, address the pallino, and drop the ball anywhere on the court over the foul line. The player must be on the court behind the foul line prior to tossing the ball into the play area. Failure to correctly throw the ball shall result in a dead ball.

- **Fouling**

- A player’s movements are limited by the foul line. Players shall not step on or across the foul line before releasing the pallino or bocce ball.
- When a player releases the pallino or bocce ball, both feet must be in the court. Otherwise, it is not considered a legal toss, and the appropriate rule applies.
- If a player fouls while rolling the bocce ball, the player will be given a warning by the team captain. Each additional foul by the same player within a game will result in the rolled ball being removed from play for that frame. Any balls moved by the fouled roll will be replaced in a position agreed to by both captains. If the captains cannot agree on

the placement, the opposing team captain has the discretion to leave everything as is or may return any moved balls to their approximate original position.

- “Shooting” is not allowed. Shooting is the lofting of a ball in the air beyond the center of the court. If this is done, the ball which was “shot” will be taken out of play and any balls moved remain where they came to rest.
- If a bocce ball is removed from the ball rack, causing the opposing team to roll out of turn, the rolled ball is good as played. The ball removed from the rack is a dead ball and removed from play for that frame.

- **Rulings**

- A Paddler’s ruling is considered final unless a subsequent toss changes the status quo sufficiently to request a new ruling. A new ruling may be requested when any of the following events occurs:
 - ◆ A subsequent toss comes arguably closer to the pallino than any ball of the opponent previously ruled inside.
 - ◆ A subsequent toss moves the pallino.
 - ◆ A subsequent toss moves one or more balls previously declared either “inside” or “outside”
- **Which Team is Inside**
 - ◆ The Paddler rules initially which team’s ball is closest to the pallino (inside).
 - ◆ If the Paddler cannot decide which team’s ball is inside, or if either captain disagrees with the Paddler’s call, play is stopped, and the 2 captains (or their designees) jointly make the call, measuring if necessary.
 - ◆ If the ball that is thrown (or struck and moved) is judged to be of equal distance from the pallino as the ball that was inside (a tie), the team that threw the last bocce ball continues to throw to break the tie.
 - ◆ If two balls are determined to be of equal distance from the pallino, the team that threw the last bocce ball continues to throw to break the tie.
 - ◆ If the team cannot break the tie (i.e., throws all its remaining balls), the other team will throw the remainder of their balls, if any.
 - ◆ If it is still tied, the captains declare a tie and no points are awarded. The next frame starts at the opposite end of the court with the team that scored last and threw the pallino.
 - ◆ **If a Paddler’s decision is not questioned prior to the toss of the next ball, that decision is final and may not subsequently be questioned.**

- ◆ The Paddler shall not rule if a team has multiple balls inside; that determination is made by the captains.
- ◆ If multiple points might be awarded to the throwing team, the captain may request a measurement before the next ball is thrown.
- ◆ **The Paddler is not allowed to coach players unless the Paddler is a Captain.**

- **When and How to Measure Inside Balls**

- ◆ Players may ask their captain to measure a ball's distance from the pallino at any time. The captain has the option of measuring it or not. They may NOT ask the paddler to measure.
- ◆ If the two captains can agree by inspection which ball is "inside" a measurement is not required.
- ◆ When measuring, while one person is holding the palino and another holding the bocce ball to be measured, the end of the tape needs to be at the center of side of the palino facing the ball to be measured and the case of the tape measure on the ground up against the bocce ball, then locked. **Only the captains (or their designees) may be on the court until the captains agree which balls are in.**

- **Tampering with Ball Position**

- ◆ During each frame, it is expected that bocce balls, once thrown, will be left in their resting position until BOTH captains have agreed on which balls are inside.
- ◆ If any player moves a ball prior to this agreement being reached, penalties can be imposed, with the following conditions:
 - ◆ Movement Before All Balls Are Thrown During a Frame:
 - If the player moves a ball (including the pallino) and it can be replaced in a position agreed to by both captains, no penalties are imposed.
 - If both captains cannot agree on the placement, the penalties are as follows:
 - If the pallino was moved, the opposing captain decides where the pallino is to be placed.
 - If the player has moved one of his own team's balls, that ball is removed from play.
 - If the player has moved one of the opposing team's balls, the opposing team captain has the discretion to leave everything as is or may return any moved

balls to their approximate original position.

◆ Movement After All Balls Are Thrown During a Frame:

- If a player moves a ball (including the pallino) and it can be replaced in a position agreed to by both captains, no penalties are imposed.
- If both captains cannot agree on the placement, the penalties are as follows:
 - If the pallino was moved, the opposing captain decides where the pallino is to be placed.
 - If the player moves one of his own team's balls and it was close enough to the pallino to be measured to determine which ball is "inside", that ball is automatically considered "outside".
 - If the player moves one of the other team's balls and it was close enough to the pallino to be measured to determine which ball is "inside", that ball is automatically considered "inside".
 - If the ball moved never was close enough to factor in a measurement, no penalties are awarded, no matter whose team the ball belongs to.

• **Dead Ball Situations**

◆ If a ball is considered a dead ball, it is to be removed from play. Players are expected to wait to toss the next ball so the dead ball can be removed from the court. If dead ball could not be removed from the court before the opposing team rolls another ball, the "dead ball" situation is canceled, and the "dead ball" remains on the court.

➤ Starting a Frame:

- After a player puts the pallino in play, if the first ball hits the backboard without first striking the pallino it is considered a dead ball, taken out of play and that same player must roll another ball.
- If the player who began the frame throws another dead ball, the player's partner throws the next ball. If this is also a dead ball, that player throws the team's last ball.
- If a team throws four consecutive dead balls, the opposing team must throw their remaining balls in the proper player rotation and place the balls in play without any fouls or dead balls. Points are then awarded.

➤ Within a Frame:

- If a team rolls out of turn, the opposing team captain has the discretion to leave everything exactly as is or may return any moved balls to their approximate original position. The rolled ball is considered a dead ball and removed from play.
- If a player tosses more than the regulation two balls in a frame, the excess ball(s) is a dead ball and removed from play. The opposing captain has the same options as when a team rolls out of turn, discussed in the preceding bullet.
- A bocce ball contacting the backboard is dead and removed from play unless it first strikes another ball (pallino or bocce), in which case all balls remain in play.
- If, after first hitting the backboard, a dead ball strikes a stationary ball (pallino or bocce), the stationary ball shall be replaced in its approximate original position by the two captains or with their agreement.
- Any bocce ball that is thrown or knocked out of the court is a dead ball and is removed from play.
- If, however, the pallino is knocked out of the court or is moved in front of the centerline no points are awarded and the frame is restarted from the same end of the court with the original team again tossing the pallino to start the frame.

• Scoring

- Only the inside team scores in a frame. Points must be posted on the scoreboard by the Paddler or designated captain for them to count.

• Ending a Frame

- When a frame is completed at one end of the court, points are awarded to the team closest to the pallino and the four players on the opposite end of the court begin a new frame.
- The team scoring points wins the pallino toss in the new frame.