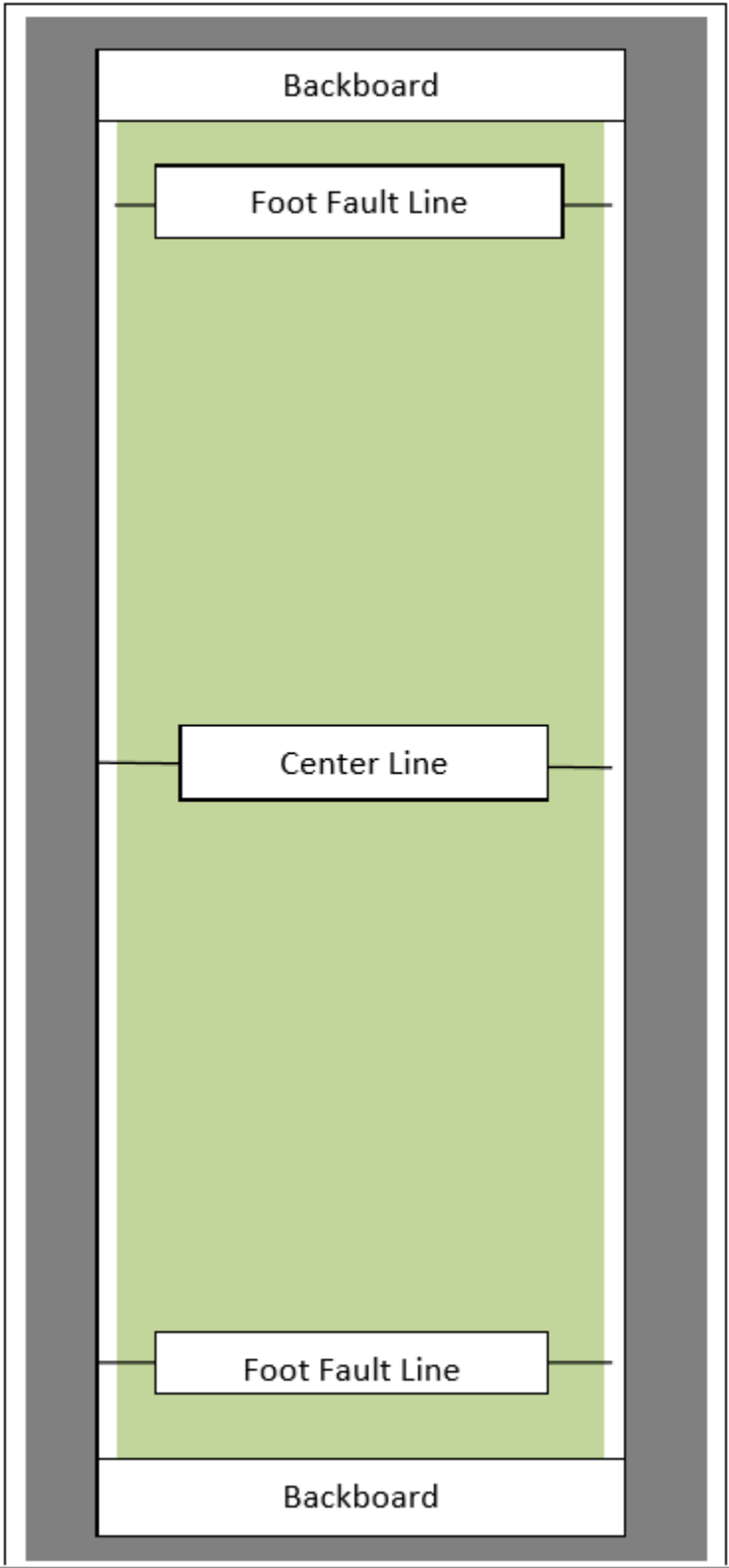


SUN CITY TEXAS BOCCE RULES OF PLAY (Effective January 20, 2020)

COURT



1. DEFINITIONS

- a. Backboard: The raised end of each short side of the court.
- b. Center Line: The line at which the pallino must cross to start the game.
- c. Frame: The segment of a game where all eight balls are rolled and points totaled.
- d. Game: The game is over when one team reaches 12 points. 12 points is the maximum number of points allowed for a game.
- e. Pallino: The target ball used in playing bocce. It is the first ball rolled in a frame and is smaller than the bocce balls.
- f. Foot Fault Line: Also called the foul line. Both feet must be behind this line when the ball is rolled.
- g. Rules of Play: **Sun City** or **International** rules can be played in open, league or tournament play as dictated by the function organizer. All rules here apply to both types of play except where noted.

2. PLAYER/TEAMS

- a. Games can be played with 2 to 8 players per court:
 - i. Two players will play as opponents; both will start on the same end of the court and move to the opposite end once the frame is complete. This process will be repeated until the game is completed.
 - ii. Three players have two choices:
 - 1. Option one: Each player, plays for him/herself. After each frame, all players rotate one place, clockwise around the court. All players use both blue and white balls. Points are recorded on the scoreboard, blue points on the blue side and white points on the white side. The scoreboard is only used to determine when the game is over. If individual scores are desired, each player must maintain his/her own score sheet, recording both blue and white points scored.
 - 2. Option Two: In this option, one player must be "the walker". He/she moves from one end of the court to the other, at the end of each frame, maintaining the same color ball and recording his/her score the scoreboard. The other two players will be positioned on either end of court for the entire game and roll the opposite color balls, recording their scores on the scoreboard. In this option, the two players are playing against "the walker".
 - iii. Four players form two teams. A team will consist of two players, one each at the opposite ends of the courts. Each player will roll four balls to complete a frame. Teams will switch ends when either team scores the first 6 points.
 - iv. Five to six players. One or both teams will consist of three players. A threeperson team will start with two members at one end. The lead person will roll 2 bocce balls in the order governed by whether International or Sun City rules are being played, and then walk to the other end to be the second roller in the next frame. The lead roller will repeat this process until the game is completed. There is no side rotation at six points. Each player will roll 2 bocce balls per frame. For five players one team will consist of 3 players, playing to the rule in

this paragraph. The other team, two players, will play as detailed in “Four players” section, except they will not switch at six points.

- v. Eight players will form two teams. A team will consist of two players at one end of the court and the other two at the opposite end of the court. Each player will roll 2 bocce balls per frame. The order of rolls will be established by each team and cannot be changed during the course of the game. The Players will switch ends when either team scores the first 6 points.

3. COIN TOSS:

- a. A coin toss can be used, but not required, to determine rolling order and bocce ball color. The “winning call” has the choice of who rolls the pallino and the choice of bocce ball color.

4. PALLINO ROLL:

- a. The pallino is the first ball put into play and is rolled underhand from behind the Foot Foul Line. The pallino may be bounced off the sideboards.
- b. The pallino must completely cross the center line and cannot hit the backboard to be considered in play. If this does not happen, the roll goes to the other team. If the second roll fails to place the pallino into play, the roll goes back to the first roller and this alternates until the pallino is properly placed.
- c. If a player rolls the pallino and/or first ball when the other team should have rolled the pallino, the balls are returned and the frame starts over.
- d. Once the pallino is in play, it can be knocked anywhere on the court except back over the center line (towards the rolling team) or out of the court. If it goes back over the center line or out of the court, the frame ends and play resumes at the opposite end, with the same team rolling the pallino.

5. BOCCE BALL ROLLS:

- a. The initial pallino roller always rolls the first bocce ball. **All balls are rolled underhand.**
- b. The ball may be released at any underhand point as long as both feet are behind the Foot Fault Line.
- c. The bocce ball does not have to cross the Center Line to be in play.
- d. Initially, team members can roll in any order. For example: A team of 4 with 2 team players at each end; each player can roll 2 balls in a row or they can alternate rolling 1 ball. However, the order of roll must be maintained throughout the game.
- e. Balls may be bounced off or played against sideboards.
- f. A ball hitting the backboard without first touching the pallino or another bocce ball is a dead ball and is removed from play.
- g. If a player rolls the wrong color ball, it is replaced with a correct color ball after the ball comes to rest.
- h. If a player rolls when the other team should have rolled or rolls more than 2 balls (on a 4-person team), that ball is removed from play. Remember.... on a 4-person team, each player can only roll 2 balls.
- i. If a team's ball on the court is moved from its resting position (accidentally or intentionally) by his/her team member, the ball is removed from play.

- j. A bocce ball, for whatever reason, that goes out of the court is a dead ball and is removed from play for that frame.
- k. **International Rule Play:**
 - i. If the first ball hits the backboard without hitting the pallino first, the ball is removed and the same team rolls again until they have a ball in play.
 - ii. Each succeeding ball is rolled by the team that does NOT have the closest ball to the pallino.
 - iii. There is no minimum distance from the pallino for a ball to score a point. A tape measure is usually used as the measurement device in International play.
 - iv. If a player's ball ties the opponent's closest ball, he/she rolls until their ball is closest to the pallino or rolled all their balls.
- l. **Sun City Rule Play:**
 - i. If the first ball hits the backboard without hitting the pallino first, the opposite team rolls and they continue to alternate rolls until they have a ball in play.
 - ii. Sun City Play requires opponents to alternate rolls, regardless of which ball is closest.
 - iii. In order to score, a bocce ball must be within 36 inches of the pallino, measured to the edge. A yard stick is usually used as the measurement device in Sun City play.
 - iv. If any bocce balls of one team are touching the pallino (kiss) at the end of the frame. 2 points are scored for each ball touching. No points are scored if an equal number from each team is touching.

6. FOUL LINES:

- a. Foot Fault lines must be clearly marked across the playing surface for foul line violations to be officially called and penalties applied.
- b. Standard penalties apply if both feet are not behind the Foot Fault Line.

7. STANDARD PENALTIES:

- a. 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 rolled. If the ball is not removed before the next ball is played, the ball remains in play for the rest of the frame.
- b. 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.

8. SCORING:

- a. The official score for a frame is determined only after all 8 balls have been rolled. One point is awarded for each ball of the team whose ball(s) are closer to the pallino than the opponent's closest ball.
- b. The team that scored in the last frame rolls the pallino in the next frame.
- c. If each team's closest balls are tied after all balls are rolled, no score is recorded and the next frame starts at the opposite end of the court, with the

- team scoring the point(s) in the previous frame rolling the pallino.
- d. The team that first scores 12 points wins the game.

9. COURT SAFETY

- a. Only the roller is allowed on the court when a ball is being rolled.
- b. Bocce balls must be racked before play begins.
- c. Glass containers are not allowed on or off the bocce courts.
- d. If a player decides to roll "hard" to break up grouping of balls, he/she needs to declare so that all players are aware and alert.
- e. All non-rolling players must remain behind the backboard on both ends of the court. The receiving end players may go up the sides of the court to make "closest to the pallino" calls before the roll, but must return behind the backboard prior to the roll.

Approved by the Bocce Club Board of Directors.

Date: January 20, 2020