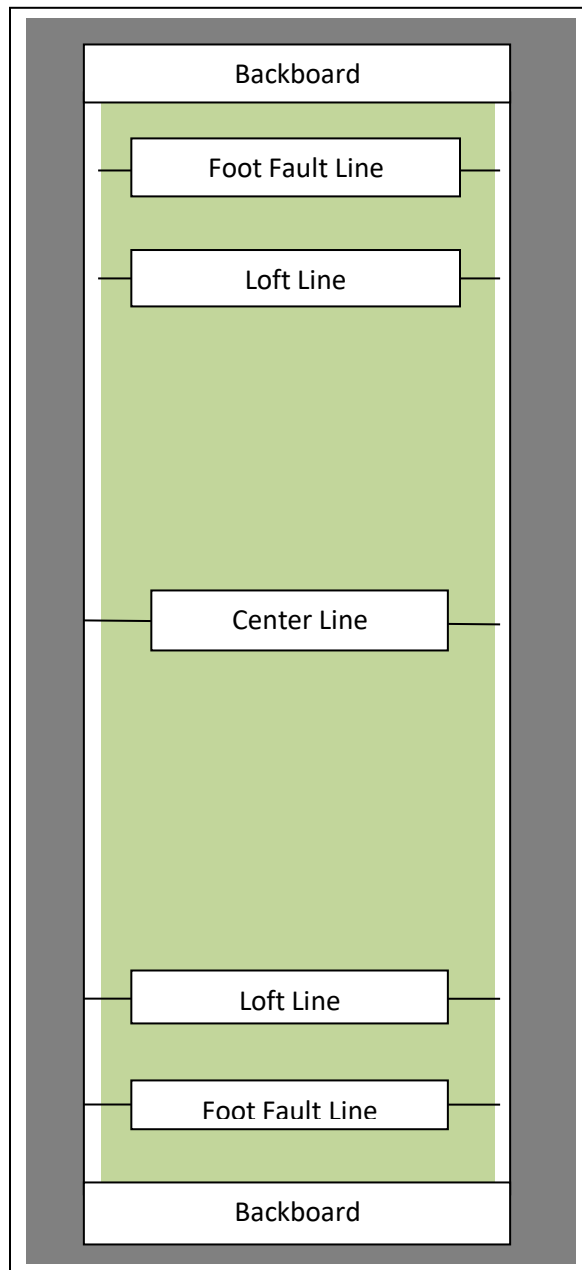


SUN CITY TEXAS BOCCE RULES OF PLAY

(Effective XX/XX/2019)

COURT



DEFINITIONS

1. Backboard: The raised end of each short side of the court.
2. Center Line: The line in which the pallino must cross to start the game.
3. Frame: The segment of a game where all eight balls are thrown and points totaled.
4. Game: The game is over when one team reaches 12 points. 12 points is the maximum number of points allowed for a game.
5. Loft Line: All thrown balls must hit the court before crossing this line.
6. Pallino: The target ball used in playing bocce. It is the first ball thrown in a frame and is smaller than the bocce balls.
7. Foot Fault Line: Also called the foul line. Both feet must be behind this line when the ball is thrown.
8. 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.

PLAYER/TEAMS

1. Games can be played with 2 to 8 players per court:
 - a. 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.
 - b. Four players form two teams. A team will consist of two players, one each at the opposite ends of the court. Each player will throw four balls to complete a frame. All players will switch ends when a either team scores the first 6 points.
 - c. Five to six players. One or both teams will consist of three players. A three-person team will start with two members at one end. The lead person will throw 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 thrower in the next frame. The lead thrower

will repeat this process until the game is completed. There is no side rotation at six points. Each player will throw 2 bocce balls per frame.

- d. 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 throw 2 bocce balls per frame. The order of throws will be established by each team and cannot be changed during the course of the game. The Players will switch ends when a either team scores the first 6 points.

COIN TOSS:

1. The person or team to throw first can be determined, but not required, by a coin toss. That person or team also has the choice of bocce ball color.

PALLINO THROW:

1. The pallino is the first ball put into play and is thrown underhand from behind the Foot Foul Line to be considered in play. The pallino may be bounced off the sideboards.
2. The pallino must completely cross the center line and cannot hit the backboard to be considered in play. If this does not happen, the throw goes to the other team. If the second throw fails to place the pallino into play, the throw goes back to the first thrower and alternates until properly placed.
3. If a player throws the pallino and/or first ball when the other team should have thrown the pallino, the balls are returned and the frame starts over.
4. Once the pallino is in play, it can be knocked anywhere on the court except back over the center line (towards the throwing 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 throwing the pallino.

BOCCE BALL THROWS:

1. The initial pallino thrower always throws the first bocce ball. **All balls are thrown underhand.**

2. The ball may be released at any underhand point as long as both feet are behind the Foot Fault Line.
 3. The bocce ball does not have to cross the Center Line to be in play.
 4. Initially, team members can throw in any order. For example: A team of 4 with 2 team players at each end; each player can throw 2 balls in a row or they can alternate throwing 1 ball. However, the order of throw must be maintained throughout the game.
 5. **International Rule Play:**
 - a. If the first ball hits the backboard without hitting the pallino first, the ball is removed and the same team throws again until they have a ball in play.
 - b. Each succeeding ball is thrown by the team that does NOT have the closest ball to the pallino.
 - c. There is no maximum distance from the pallino for a ball to score a point. A tape measure is usually used for measurement in **International** play.
 - d. If a player's ball ties the opponent's closest ball, he/she throws until their ball is closest to the pallino.
 6. **Sun City Rule Play:**
 - a. If the first ball hits the backboard without hitting the pallino first, the opposite team throws and they continue to alternate throws until they have a ball in play.
 - b. Sun City Play requires opponents to alternate throws, regardless of which ball is closest.
 - c. In order to score, a bocce ball must be within 36 inches of the pallino, measured edge to edge. A yard stick is usually used for measurement in **Sun City** Play.
 - d. 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.
 7. Balls may be bounced off or played against sideboards.
 8. A ball hitting the backboard without first touching the pallino or another bocce ball is a dead ball and is removed from play.
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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 have thrown or throws 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 throw 2 balls.
11. 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.
12. A bocce ball, for whatever reason, that goes out of the court is a dead ball and is removed from play for that frame.

FOUL LINES:

1. Foot Fault and **Lofting** foul lines must be clearly marked across the playing surface for foul line violations to be officially called and penalties applied. Standard penalties apply if bocce ball is lofted
2. Lofting the ball in the air beyond the Loft Line of the court is not permitted.
3. Standard penalties apply if the toe of a foot extends over the Foot Fault Line.

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. 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 a frame is determined after all 8 balls have been thrown. One point is awarded for each ball of the team whose ball(s) are 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.
3. If each team's closest balls are tied after all balls are thrown, 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 throwing the pallino.
4. The first team that scores 12 points wins the game.

COURT SAFETY

1. Only the thrower is allowed on the court when a ball is being thrown.
2. Bocce balls must be racked before play begins.
3. Glass containers are not allowed on or off the bocce courts.

Approved by the Bocce Club Board of Directors and Membership.

Date
