



Bocce Ball League Rules & Regulations

THE GAME OF BOCCE:

Bocce is played with eight large bocce balls and one small target ball called the "pallino." The object of the game is to roll the bocce ball closest to the pallino. There are two balls per person and four players making up a team. Two players from each team are permanently stationed at each end of the court for the game. A game consists of twelve (12) points. The first team to 12 points is the winner of the match. There will be a regular season game schedule; each week teams will play one match (1 game to 12pts) or as far as you can get in the hour time limit. If you finish your game before the hour time limit, you may continue to play for fun. The league will conclude with a seeded single elimination tournament.

PHILOSOPHY:

One of the goals of the River Forest Park District is to provide recreational opportunities for people of all ages. The Adult Bocce League provides the community with an opportunity to participate in an organized sports activity. The leagues are set-up for competitive play but the overall goal is enjoyable participation for all. The district is not offering professional leagues. The main emphasis of the league is the recreational elements including the fun, enjoyment, good sportsmanship, and friendships that are developed. **NO EXPERIENCE NECESSARY! Leagues are open to all skill levels!**

Reporting Scores:

Scores must be reported to the Athletic Manager via email no later than 5pm the day after your match.

Please list your team name, opponent, score and date of match.

Rescheduled Matches:

If a match needs to be rescheduled, the athletic manager must be notified of the match date and time. Please send your scores in immediately following the match.

Rosters:

Rosters are due no later than week 2 of the regular season. Rosters must include all teammates names, phone numbers, email addresses, and must be signed by participants. **If we do not receive your roster by the end of week 2, your team will have all remaining matches forfeited and will be removed from the league.**

STARTING THE GAME:

The **HOME** team listed on the schedule will begin the match.

1. Teams will be made up of four players. Two players from each team will be permanently stationed at each end of the court, throwing two balls each. At the end of each frame, the game resumes at the opposite end of the court. Two player teams may be used if there is low attendance at a scheduled game.
2. Substitutions are permitted throughout the match. However, substitutions must be consistent for the duration of the match. For example, if you have 6 total players present for your match and all intend to play. You will place three players at each end of the court. Those three players should be rotating in and out after each round. Every player on that end of the court will need to rotate in and out. The **ONLY** exception in which the subbing rotation may be skipped is if a player acquires an injury.
3. If only 3 people from your team are present for a match, then two players will be stationed at one end of the court rolling two balls each. The remaining one player will be stationed at the opposite end of the court, and will only be allowed to roll two balls each frame.
4. If only two people from your team are present for a match, then one player will be stationed at each end and they will only be allowed to roll two balls each frame.
5. Participants may only be on one team. During the regular season if teams are short players you may sub for another team if needed. In order to be eligible for the playoffs your players must play in at least 2 regular season games for your team. Participants are not allowed to sub/play on multiple teams during playoffs.
6. The Pallino is the small ball that serves as the object or target toward which the bocce balls are rolled.

7. The Bocce Ball is the larger of the playing balls. There are four matched balls for each team. Bocce balls are used to score points or to displace an opponent's ball or the pallino.
8. The pointing line is one of two foul lines on each end of the court. A player who intends to deliver the ball to score a point must release it somewhere between the backboards and the pointing line.
9. The initial roll is the first delivery after the pallino is tossed to start a new frame. The player tossing the pallino is always responsible for making the initial roll.
10. The pallino must roll past the "midfield line" and not hit the back wall and stay in bounds. If the pallino is not tossed properly by the first team, the second team tosses the pallino to put it in play.
11. If during the pallino toss the pallino lands less than one foot from the rear or side walls, it shall be repositioned to a point one foot and perpendicular from the pertinent wall and the point at which it landed. If during play a bocce ball knocks the pallino and the pallino lands closer than one foot from a wall, the pallino shall remain where it lands.
12. To begin play, the first team will toss one bocce ball as close to the pallino as possible. The first team then steps aside to let the second team toss its first bocce ball, trying to get it closer to the pallino than the first team. If it does not toss its bocce ball closer to the pallino than the first team's bocce ball, then the second team continues tossing its bocce balls until it does. As soon as a team gets its bocce ball closer to the pallino than the opposing team, that team steps aside to let the opposing team toss a bocce ball or balls until it gets a bocce ball closer to the pallino than the other team. This procedure continues until both teams have tossed all their bocce balls. This is called a "frame."
13. At the end of each frame, the game starts at the opposite end of the court. Whoever wins the frame will throw the pallino.
14. The first pallino and bocce ball toss of a game will be the home team. Home team is listed first on the schedule.
15. Teammates have the option to toss their bocce balls consecutively or alternately
16. All balls must be tossed, rolled, or bounced underhanded.
17. Players can use their bocce balls to knock their opponent's bocce balls away from the pallino at any time during a frame.
18. All bocce balls must remain in bounds at all times. If a bocce ball goes out of bounds, it is removed from play for the frame.
19. A bocce ball that is tossed and hits the back wall is considered out of bounds and will be removed from play for that frame.
20. All balls may hit the side walls at any time.
21. A bocce ball that hits another bocce ball or pallino and then hits the back wall will remain in play.
22. If the pallino goes out of bounds, that frame ends. Play then resumes from the opposite end of the court with the team that originally tossed the pallino tossing it again.
23. Only one team can score in each frame.
24. One point is awarded for each bocce ball that is closer to the pallino than the closest bocce ball of the opposing team. (Example-the first team has two of its bocce balls closer to the pallino than the second team. The first team is awarded two points for that frame, and the second team gets zero points for that frame)
25. A winning score is 12 points.
26. Team captains may measure any balls at any time.