

Champions in Motion: Bocce Rules 101

Court

- Indoor/Outdoor Court Dimensions: 60 feet in length by 12 feet in width

Equipment

- Team Uniform
- Bocce balls, 1 white ball (pallina), 4 blue, 4 red
- All equipment will be provided, and teams are not permitted to use their own equipment, with the exception of accessible ramps

The Game

- Games are 4 on 4. For teams with more than 4 players, you may rotate which players throw during each frame.
- Games are 15 minutes long, and there will be a running clock.
- There will be a maximum score of 16 points. Games can continue if the maximum score is reached, but the score will remain the same once the maximum score has been reached
- Minimum of 3 players and maximum of 6 players.
- There will be no overtime, and games can end in a tie

Competition

Objective: To score more points than your opponent

- The initial frame begins with a coin toss or game of rock-paper-scissors to determine which team will throw the pallina first
- The team that won possession of the pallina will have 3 attempts to throw the ball into the service area. The service area is between the court's halfway line (30-foot line) and the opposing service line (50-foot line). The pallina cannot be within a foot from the sideline (move if closer)
- The pallina will be placed directly in the center of the court at the 30-foot line if the third attempt is unsuccessful to get the ball into the service area
- After the pallina is thrown or placed into the service area, the same team will then throw one of their coloured balls as close to the pallina as possible and will become the "in-ball"
- The "in-ball" rule governs the sequence of play for which and when each team will throw their coloured ball. A team is deemed the in-ball by being the closer coloured ball to the pallina than the opposing team.
- Once a team has become the in-ball, it will then be the opposing team's turn to become the in-ball and they are deemed the "out-ball". The same team will continue to roll all of their coloured balls until they have become the in-ball or have exhausted all of their balls
- Each frame is concluded by both teams throwing all of their coloured balls. There is no limit to the number of frames within a game
- The team that scored the point(s) in the previous frame will throw pallina for the next frame.
- If no points were scored in the previous frame, then the team that last had possession of the pallina will throw again to start the next frame

Scoring

- Only one team can score for each frame, and 1 point shall be awarded for every same coloured ball within the circumference of the pallina then the next closest opposing coloured ball
- For example, if there are 3 red balls closer within the circumference of the pallina than the closest blue ball, the score will be 3 points for red
- The frame can end with a no-score if both colored balls are touching the pallina

Substitutions

- Bocce is played with one member of the team rolling the ball on the court at a time
- If a member of the team is unable to continue playing, teams are permitted to have one other player on the team take their place or roll their coloured ball twice in that frame

Dead Balls

- Any coloured ball thrown out of bounds will be considered a "dead ball" and will be excluded at the conclusion of the frame
- If the Pallina is hit out of bounds by a player's coloured ball, it is to be placed back within the bounds of the game at the point where it exited the court as if it had been stopped at that point

Penalties

- Illegal Roll/Rolling out of Turn: All balls are to be thrown below the waist and players must wait until their team is the out-ball to roll their coloured ball
- Foot Faults: Players are not to step over the 10-foot service line when rolling their coloured ball
- The line official and head official are to correct these instances, but the discretion of excluding balls from the frame (dead ball) can be the outcome of repeated penalties

