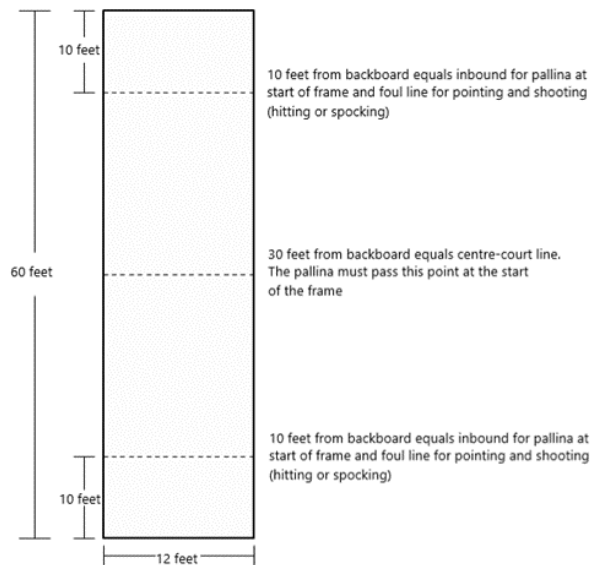


Bocce Rules 101

Competition Rules

- Games will be played with 4 players on a team for each frame, and the roster maximum is 6 players
 - For Unified Competition: Only 1 unified partner is permitted to throw for each frame (Maximum of 2 unified partners on a team)
- 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 initial frame begins with a coin flip, paddle flip, or a game of rock-paper-scissors to determine which team will throw the pallina (white coloured ball) first to begin the game
- 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 50-foot line
- The pallina is allowed to be hit and land beyond the service area by another coloured ball, **after** landing or being placed within the service area at the beginning of the frame
- 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 player** will then throw **one** of their coloured balls as close to the pallina as possible to become the "in-ball" team
 - The next player in rotation will throw another coloured ball if the subsequent ball(s) go out of bounds to become the in-ball team at the start of the frame
- All players** on a team should take a turn throwing a coloured ball (blue or red) for each frame, and no player should throw a coloured ball more than once unless for extenuating circumstances
- 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 closest coloured ball to the pallina than the opposing team
- Coloured balls are allowed to land anywhere past the 10-foot service line
- Once one team has become the in-ball, **only** then will it be the opposing team's turn to become the in-ball, and they are deemed the "out-ball" team until they are the closest colored ball to the pallina or have exhausted all of their balls
- If only the pallina is left within the court, if both coloured balls have been knocked out during play, the team that initially had possession of the pallina, in that frame, will throw their coloured balls until they have reestablished being the in-ball or have run out of balls



Scoring & Ties

- **Only one team can score for each frame**, and 1 point shall be awarded for every same coloured ball closer to the pallina than the next closest opposing coloured ball
 - For example, if there are 3 red balls closer to the pallina than the closest blue ball, the score will be 3 points for red
- 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
- If a tie has been determined, after a measurement, that both colored balls are the same distance from the pallina, for the officials to distinguish which team is the "in-ball". The last team that threw their ball to form the tie will throw until they have broken it or have run out of balls
- A frame can end with a no-score if both colored balls are touching the pallina or the distances between opposing coloured balls are too close to distinguish after a measurement, and the last team that threw the pallina will throw it again to begin the new frame

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
 - For Unified Competition: Unified Partners should not substitute for SO Athletes if a substitution is required during a frame/game unless they are the last remaining player on the team

Dead Balls

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

Officials

- **Head Official:** Is in charge of facilitating the sequence of play of the "in" and "out" ball team with the use of the double-sided blue or red paddle
- **Line Official:** Assists the Head official with facilitating the sequence of play of the "in" and "out" ball team, and ensures that players throwing do not step on or over the 10-foot service line
- Both the head and line officials will conduct measurements, when necessary, with each of them holding an end of the tape measure during the frame to confirm which team is the "in" and "out" ball, and after the frame to determine which team has scored however many point(s)
 - Measurement points should be taken from the top and center of the coloured ball to the top and center of the pallina

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 or on the 10-foot service line when throwing the ball, but are permitted to have any other part of their body over the line
 - Arm swing is permitted over the service line
- The head and line officials are to correct these instances, but the discretion of excluding balls from the frame (dead ball) can be the outcome of repeated penalties

