

## “OPEN” BOCCE REGULATIONS of the United States Bocce Federation

### I. THE TEAMS

Open Rule Teams in the 1998 United States Championships will be comprised of four players. Two players from each team, 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. Begin the match with the flip of a coin between the “capos” (captains) of each team. The winner of the coin flip may have the first toss of the pallino (the small target ball), or choose the color of the balls.

### II. TOSSING THE PALLINO

A player may toss the pallino any distance, so long as the pallino passes the centerline of the court, and does not hit the back wall. If a player fails to toss the pallino properly, the opposing team will toss the pallino and put it in play. If the opposing team fails to properly toss the pallino, the pallino reverts to the original team.

Any time a player is rolling, opposing players must remain outside the court.

### III. STARTING THE GAME

When the pallino has been properly put into play, the first bocce ball will be thrown by the player who originally tossed the pallino. If that bocce ball hits the backboard, the team must roll again. Otherwise, he/she steps aside and that team does not roll again until the opposing team has either gotten one of it's bocce balls closer to the pallino, or has thrown all of its balls. Whenever a team gets a ball closer, it steps aside and lets the other team roll. The other team throws until it beats (not ties) the opposing ball. This continues until both teams have used all their bocce balls. The team who scored last, throws the pallino to begin the next frame. Consecutive or alternating throws by teammates shall be at the option of the players.

Players may use the sidewalls at any time. If a player rolls the wrong color ball, simply replace it with the correct color when it comes to rest. If a player rolls out of turn, the other team has the option to return the thrown ball and replace any moved balls to their original position, or leave all balls as is.

### IV. FOUL LINES

Players movements are limited to the foul line. The players should not step on or over the foul line before releasing the pallino or bocce ball.

### V. SCORING

Only one team scores in a frame. One point is given for each ball that is closer to the pallino, than the closes ball of the opposing team. If at the end of any frame the closes ball of each team is equidistant from the pallino, the frame ends in a tie. No points are awarded to either team and the game

resumes from the opposite end of the court, with same team tossing the pallino. Games are played to 12 points. (Fest Italiana to 11 / finals 15)

All measurements should be made from the inside dimension of the bocce ball, to the inside dimension of the pallino.

#### VI. BALLS HITTING THE BACK WALL

If a ball hits the backboard, it is considered dead on impact, and must be immediately removed from play until the end of the frame, unless that bocce before hitting the backboard, first hits another object (ball or pallino), in which case everything is valid.

If a bocce, without first hitting another object, hits the back board and then strikes a stationary ball, that stationary bocce shall be replaced to its approximate original position. The thrown ball is removed from play.

When a bocce that, without first hitting another object, hits the back board and is not removed quickly enough, and as a result strikes a moving ball that would likely have hit the back board, allowing the moving ball to remain in play, that moving ball remains in play where it comes to rest. The thrown ball is removed from play.

#### VII. PALLINO HITTING THE BACK WALL

Once the pallino has been tossed past the centerline and is in play, it remains in play even if it hits the backboard. However, if the pallino is knocked out of the court, or it is knocked in front of the centerline, the frame will end and play will resume from the opposite end of the court, with the same team tossing the pallino.

#### VIII. SHOOTING

Shooting is lofting the ball in the air beyond the centerline of the court. Shooting is allowed. (For safety measures at Festa please call this shot in advance)

#### IX. LATE ARRIVALS AND SUBSTITUTIONS

For team or league play, some additional rules are recommended.

- A team not showing within 10 minutes of the scheduled-starting, loses two points, and an additional two points for each five-minutes of the scheduled starting time forfeits the game.
- A team missing players at the start of the game may play, however each player may only roll two balls. A player arriving late may enter a game, but only after the completion of the frame.
- A team may make one substitution per game. Substitutions may only be made between frames.