

Pelican Sound Golf & River Club
Bocce League Rules
(Effective 2022)

Players must be a resident (owner or renter) of Pelican Sound Golf and River Club. All league games are to be played under the Standard League Rules defined herein, in addition to any league-specific rules. The League Specific Rules are included at the end of this document.

TEAMS:

1. A team on the court has four (4) players, two (2) stationed at each end of the court – with each player throwing two (2) balls. Players are not allowed to switch ends during a game. A team may have substitute (alternate) players on the team.
2. A team must have one player designated as the team captain. The captain participates in the coin toss and assigns players to their position on the court for the match. The team captain may designate a player as an “end captain” for the end opposite that of the captain, if necessary. Only the team captain or an end captain may go on to the court for measurements. (With or without the Referee.)

COIN TOSS:

1. Begin the match with the flip of a coin between the captains of each team. The winner of the coin toss chooses the color of the team’s balls, sets the pallino, and then rolls the first ball to begin the game.
2. In match play, the winning team throws the pallino to start the next game of the match.

PALLINO THROW:

1. The pallino is the first ball put into play and is thrown underhand from behind the foul line. The pallino may be bounced off the sideboards.
2. The pallino must cross the center line without hitting the backboard. If a thrower fails to do this, the pallino throw goes to the other team. If the second throw fails to place the pallino into play, the pallino is placed approximately in the center of the foul line at the opposite end of the court. (The team that attempted to throw the pallino first will still set the first bocce ball.)
3. If a player throws the pallino and/or first ball when the other team should throw the pallino, the balls are returned and the frame starts over.
4. Once the pallino is in play, the pallino can be knocked anywhere on the court except back over the center line or out of the court. (If that happens, the frame ends and play resumes at the opposite end, with the same team throwing the pallino.)

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BOCCE BALL THROWS:

1. The team player that originally tossed the pallino throws the first bocce ball. If the first bocce ball hits the backboard without hitting the pallino first, the ball is considered “dead” and is removed from play. The team throws again until they have a ball in play.
2. Each succeeding ball is thrown by the team that does not have the ball closest to the pallino. A team whose ball ties the opponent’s closest ball must throw again. The “In” team only throws if opponents have thrown all four (4) balls. Team members may throw in any order, but no team member may throw more than two (2) balls in each frame.
3. Balls must be thrown from behind the foul line. (Reference “Foul Line” section for additional information.)
4. Balls may be bounced off or played against sideboards.
5. A ball hitting the backboard without first touching the pallino or another bocce ball is a dead ball and is removed from play. If the “dead” ball rebounds off the backboard and hits another ball or the pallino, the referee or end captain returns all balls hit to their approximate original position. (Refer to applicable Standard Penalties)
6. If a player throws the wrong color ball, the Referee or End Captain simply replaces it in the same spot with a correct color ball, after the ball comes to rest.
7. The throwing player may go down the side of the court to view ball positions, but should not delay the game any more than necessary.
8. The throwing player is the only person allowed on the court when it is their turn to throw. All other players should stay off the court when another player is rolling.
9. All unused balls must remain on the ball rack until the thrower removes his/her ball to make a shot. The thrower may hold two (2) balls when throwing, but must return any unused ball after throwing.
10. All thrown balls (pallino and bocce balls) must be thrown with both feet inside the bocce court. (Individual exceptions apply to accommodate someone with a disability.)
11. If a player throws when the other team should throw, or if the player throws more than 2 balls, the “violation” ball is removed from play. (Refer to Standard Penalties.)
12. Arcing the bocce ball in the air is not allowed, in order to reduce damage to the courts. Bocce balls must be thrown below the waist for underhand throws, or no higher than the chest for top-handed throws.

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13. If a player throws when the other team should throw because of a miscall by the Referee, the ball is returned and the correct player throws. If balls are sufficiently moved that the approximate original positions cannot be determined, the frame is replayed.
14. If a team's legally thrown ball is interfered with while moving by someone or something not on the playing surface before the throw, the ball is returned to be thrown again. If possible, any balls moved by the throw are reset to their approximate original position. If balls are sufficiently moved that the approximate original positions cannot be determined, the frame is replayed. However, if the interference is caused by a team member, the ball is removed from play and Standard Penalties apply.
15. If a team's legally thrown ball (or pallino) is moved (accidentally or intentionally) from its resting position by an opposing player or referee before the points are determined and the end of the frame is declared, it is reset to its approximate original position. If the ball is sufficiently moved that the approximate original position cannot be determined, the offended team has the option to leave the balls as they lay or replay the frame.
16. If a team's legally thrown ball is moved from its resting position (accidentally or intentionally) by a team member, the ball is removed from play. Standard Penalties apply.
17. The person(s) doing the measuring must press and rotate balls and the pallino before measuring to mark their original position on the court surface. If a ball or pallino is accidentally moved while measuring, it is replaced to its original marked position.
18. 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. Players may step on, but not over, the proper foul line before releasing the pallino or a bocce ball. (Toe of foot cannot exceed the width of the foul line mark.)
2. If a player's toe exceeds the width of the proper foul line before releasing a ball (bocce or pallino), they will receive one warning. Subsequent fouls will result in nullifying the pallino throw or removal of the thrown bocce ball from play. (Standard Penalties apply.)

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. If possible, 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

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position 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 the frame is determined after all 8 balls have been played and measured to the captains' satisfaction. One point is awarded for each ball of a team that is closer to the pallino than the opponent's closest ball. (1 to 4 points)
2. No player may pick up a ball from the court until the referee has indicated that the scoring for that frame is completed.
3. The team that scores in the last frame throws the pallino in the next frame and play continues as above.
4. If each team's closest balls are tied, no score is made and play continues at the opposite end with the team scoring the point(s) in the previous frame delivering the pallino.
5. The team that first scores (10 points community / 12 points competitive) wins the game.
6. The winner of the match is determined by the team that wins 2 out of a maximum of 3 games.

LATE ARRIVALS and SUBSTITUTES:

1. A team that does not show up within 15 minutes of the scheduled starting time forfeits the game and/or match. (Must be a full team roster of at least four players to start the first game.)
2. Substitutions may only be made between games or between frames.
3. A team may make up to two (2) substitutions during a game. Captains must notify the referee of the substitution. Substitutions may be made only between completed frames. A player replaced during a game cannot reenter that game.

TEAM CAPTAINS:

1. The team captain participates in the coin toss and assigns players to their position on the court.
2. The team captain may designate a player as an "end captain" for the end opposite that of the captain.
3. Only the team captain or an end captain may go on to the court for measurements. A captain may observe and call for measurements to determine the official score for a frame.
4. A captain may approach on the sideline outside the court and observe the positions of balls in play. After observing the balls, the captain may instruct playing partners at either end of the court.

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5. The team captain is responsible for reporting the final match outcome to the record keeper.

TEAM PLAYERS:

1. Players must remain behind the hitting foul line at all time, except when the thrower observes the position of the balls on the court.
2. Players may converse with one another, but may not travel to the opposite end of the court to give playing advise.
3. Players shall not talk to or interfere with a thrower on the court prior to the release of the ball. When the thrower is on the court, all other players must be off the court and remain in the background.
4. No player may go up to the balls and instruct a team player how or where to throw the ball.
5. Player practice is permitted prior to the game start time.
6. Players shall minimize walking on the court and wear appropriate flat-bottom shoes.

REFEREES:

1. All "IN" determinations and measurements are made by the Referee. (Measurements may be made with any device that reliably and repeatably indicates the difference between the measurements.)
2. The referee determines the points for each frame and records the scoreboard accordingly.
3. The referee shall not give advice to either team or coach players as to where to direct their throw.
4. The referee has the final word in disputes. Protests must be made by the team captain before the next ball is played.
5. In the absence of an official referee, the "End Captains" for each team at the non-throwing end of the court must agree on the "IN" determination. If they disagree, then they jointly measure.
6. The Referee and/or End Captains are the only people allowed on the court to make the measurement and determine points.
7. Referees, and End Captains on the scoring end, cannot verbally coach team members on the throwing end. They can respond to a thrower's question as to which balls are "In."