

Roadhaven Bocce Ball League Rules

1. Have fun!! Communicate first, and then enforce rules.
2. Court Etiquette:
 - a. Each team captain is responsible for the conduct of their team.
 - i. Language: Foul/abusive language will not be allowed, including berating of judges and/or referees
 - ii. Individual(s) will be asked to leave the area. Failure to do so will result in the team forfeiting the game/match.
 - b. Judges are in charge of the game.
 - i. No other individual is allowed to influence the judges.
 - c. Do not stand in the court except when measuring or throwing.
 - d. No heckling while others are throwing.
3. Team formation and member play.
 - a. All teams must have a minimum of four members with a maximum of eight players. Six member teams are recommended. (Suggest all members roll 2 games and judge 1.)
 - b. For play to take place, at least three team members must be present. All members present and able must play at least 1 game.
 - c. During tournament play all team members must play at least 1 game during the first two games.
 - d. A team member present may be declared unable to play by the captain prior to the start of a game (or during a game) and may not be a judge. The referee is to be informed.
 - e. If a team starts a game with 3 members, all must alternate. The short side will throw the entire game with two balls. The fourth player may enter anytime. The "short side" will change with each game played by a different player. For tournament play the captain has the option to add a sub from the sub list. The sub is to be determined by the sub secretary. Sub pays \$1.00 as usual.
 - f. A player can only be signed and play with one team.
 - g. Substitution is allowed at any time. (potty breaks, get coat, etc.)
 - h. If an entire team drops out of league play, any member of that team who wishes to continue play may become a member of another team with the approval of the President or V.P. of the club.
 - i. Court/Player rotation:
 - i. After 1st game, the losing team changes ends.
 - ii. After the 2nd game the winner of the 1st game moves.
 - iii. Players may not stay on one end for 3 games.
 - iv. Violation of (1) and (2) above: Captains make the call by the start of next game or let play continue.
 - v. Violation of (3) above: Captains make the call by the end of 16 balls rolled. Offending player must change ends and game starts over.

4. League Play:
 - a. All games played as scheduled
 - b. During bad weather, a game is considered as a valid scheduled game unless canceled. The referee in charge of that day may cancel league play due to weather conditions. Captains report to north end of rec hall to schedule make up dates. If canceled while play is in progress, points will be awarded for completed games only.
5. Tardiness/Forfeit:
 - a. If a team is late by 10 minutes, without making prior arrangements with the opposing team, the late team forfeits the game.
 - b. Scores will be recorded 11-2 for game. No Bonus points given.
6. The Pallino:
 - a. The pallino can be thrown out by any team member. The thrower does not have to throw the first ball.
 - b. An "in play" Pallino thrown means any part of the ball must pass the center line, stop before the other "throw line" and including any part of the ball is 18 inches away from the side walls.
 - c. A team has two chances to put the pallino in play. If unsuccessful, the opposing team will have one of the judges place it anywhere in play. The team placing the ball now gets the first roll.
 - d. After throwing the pallino and before throwing the first bocce ball, players shall ensure the pallino meets section 6 (b). If player throws a bocce ball before meeting 6 (b) the ball is considered
 - i. dead, removed from the court and pallino is re-thrown.
7. Throwing the ball:
 - a. A player can throw the 2 balls in any order.
 - b. Player must throw the ball before stepping completely over the foul line.
 - c. If a player throws the wrong color ball, it is replaced with the correct colored ball and there is no penalty.
 - d. After the 2nd ball is thrown, players must wait for the paddle before throwing. (See 8.e)
 - e. Balls shall be thrown underhand. For overhand rollers, the starting motion of delivery will not be higher than the waist of the thrower.
 - f. **Bocce Balls shall not be lobbed in the air to land 6 feet or more beyond the foot fault line. If a player's throw does exceed the 6 foot line they will be given a warning. If the same player exceeds the 6 foot line a second time his/her team will be penalized one point, unless there is one or more points counting from the opposing team, then they earn the points plus one penalty point. All play stops and the balls are sent to the opposite end. The team that did not commit the 6 foot line fault throws first. Only one warning per person is given during a three game set. A black line will be painted on the bocce ball curb 6 feet from the foot fault line. The Judges or Referee will determine when a ball exceeds the 6 foot line. The opposing team can bring it to the attention of the Judges or Referee.

8. Dead balls:
 - a. Should be removed from the court.
 - b. If a player steps OVER the foul line, it is considered a foul shot and a dead ball. The play then goes to the other team.
 - i. If part of the foot is over the line the player should be warned. The 2nd time of stepping on the line a dead ball will be called.
 - ii. If the player is using a planted front foot they must be behind the line. Failure to move back will result in the ball being called dead.
 - c. Balls that are thrown or hit by another ball that hit the end of the court are considered dead.
 - i. Balls stopped by a player's foot are dead.
 - d. Balls that are thrown OUT OF TURN, not hitting any other balls on the court are considered dead and removed.
 - e. The POTENTIAL POINT RULE comes into effect when a ball is thrown OUT OF TURN and hits another ball on the court:
 - i. Thrown ball is dead.
 - ii. Opponent receives 2 points.
 - iii. Any remaining balls go to the other end and play resumes from that end.
9. Points and Scoring:
 - a. The game is won by the team scoring 11 points.
 - b. Match points – 2 points for each game won, 1 point bonus if you win all three games. (bonus point not awarded for forfeits)
 - c. Potential point rule (see 8.e.)
 - d. If the throw is the result of an official paddle color error, there is no penalty to the thrower. Play will stand as rolled.
 - e. When a ball or the pallino is hit, kicked, moved or picked up during play or measurement by anyone other than the two judges, 4 points will be awarded to the aggrieved team.
 - i. If a judge throws out a ball(s) or the pallino by mistake play ends. Points will be awarded as follows:
 1. If the erring judge is a member of the aggrieved team only count the point(s) accrued before the foul.
 2. If the erring judge represents the opposition the aggrieved team shall receive any point(s) accrued before the foul and a point for each un-thrown/unmeasured ball(s).
 3. Play goes to the other end and the team that received the point(s) throws the pallino.
 - ii. If the pallino or ball is moved by a judge, if judges agree where the touched or moved ball should be, you may proceed with the game. If no agreement, then call the referee.
 - f. If all balls have been thrown and the result is a tie, no points are awarded. Play resumes from the other end with the pallino thrown by the same team that threw it last.

- g. When measuring is required to determine the closest ball the following practices are to be followed
 - i. If using a tape measure attached to the pipe, use the end of the tape touching the large ball and the pipe setting on top of the pallino. Put the pipe on the pallino FIRST, then pull the tape out. Be sure the pipe is straight.
 - ii. If using a laser attached to the pipe, it is used with the pipe setting on top of the pallino.
 - 1. Turn on the laser and put the measuring device over the pallino. The pipe does not have to be level. The dot must be in the center of the ball.
 - h. Only two individuals who are the judges, one representing each team, are allowed on the court during measurement. A judge may be substituted to perform the measuring. As a courtesy, the Captains should exchange this information prior to the game if they are aware a player can not perform the function of measuring.
 - i. Scores of all games must be recorded and score cards should be checked by captains for accuracy.
 - j. If a tie occurs in the League standings, the tie breaker will be based on team scores from all games played (pegging points).
10. Rules Violation:
- a. When a team observes a rules violation during the game, play will be stopped and the two captains or acting captains will discuss the violation and take action to play by the rules in question. Failure to resolve the issue will result in termination of the game until the dispute is resolved.
 - b. Violations will not be addressed after the game if not brought to the attention of the violating team during play.
11. League play time limit.
- a. When league play is occurring, there is a 2 hour limit for a three game match.
 - b. Result of games called because of the time limit.
 - i. The team leading is the winner. Scoring will be adjusted by adding the number of points to each team so the leading team achieves 11 points.
 - ii. If teams are tied there will be a sudden death roll. Each team will have one frame, following regular play rules and the team that scores the most points wins. (b1 applies) and bonus point for a sweep would apply.
12. Time Limit for tournament matches will be 2 ½ hours.

** rule enacted in 2023 for 2024
revised rules 12/22/2023