

Basic Rules of Bocce – As Adopted for use by the Nuovi Amici Bocce Club of SCC, FL

The object of game is to have your bocce balls closest to the pallino.

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- ❖ A Team can consist of 1, 2 or 4 players.
- ❖ The winner of a coin toss chooses to roll the pallino or pick their bocce ball color.
- ❖ Both teams must agree:
 - How many points the game is to be played to. (11 or 13 points is the most common).
 - If the game will be played as BACK WALL DEAD or BACK WALL LIVE.
 - Back Wall Dead means that a rolled ball CANNOT hit the back wall without first touching any other ball, including the pallino. The ball that hits the back wall in this scenario is removed from play.
 - Back Wall Live means that a rolled ball CAN hit the back wall without hitting any other ball.

Equipment

- One (1) pallino (50mm) (usually white, yellow or silver)
- Eight (8) bocce balls (107mm) (e.g., four red and four green).
- Measuring device (e.g., a tape measure.)

Game Play

- All balls are rolled underhand. Throwing balls overhand impacts the integrity of the court surface.
- A game begins with the roll of the pallino.
- The pallino must pass the center white line and cannot go past the green line on the opposite side of the court. Also, the pallino must come to rest more than 12” from the sidewall.
- If a player fails to validly toss the pallino, the opposing team will toss the pallino. The team that originally rolled the pallino will then roll their first ball. If the opposing team fails to toss the pallino correctly, the pallino reverts to the original team.
- After the pallino is in play, a player on the original team may roll the first bocce ball. Once a bocce ball is in play, the player steps aside and his team does not roll again until the opposing team has rolled one of its bocce balls closer to the pallino or has rolled all its bocce balls.
- The team who is closest to the pallino is called “inside” and the opposing team “outside.” Whenever a team gets inside, it steps aside and lets the outside team roll. The outside team rolls until its bocce ball rests “inside.” This constitutes a “frame.” Only one team scores per frame. The team that scored in the frame tosses the pallino to start the next frame.
- Players are not allowed to remove balls from the court during an active frame.
- If a player rolls the wrong color bocce ball, that ball is replaced with the correct color when the ball comes to rest. Play then continues as before.
- If a ball is moved before all balls are played in the frame, the opposing team replaces the ball to its approximate position. This is to be done in the spirit of good sportsmanship.

- If a player moves any bocce balls or the pallino prior to the end of a frame (thinking the frame is over) and it is not possible to replace them to their approximate original position, the frame ends. The frame is to be scored as follows: (a) The offending team receives zero points, (b) the non-offending team is awarded points for any balls that were declared a tie and play continues from the other end. In determining the frame score, if there is any unresolved dispute as to the score before the balls were kicked away, it is decided in favor of the non-offending team. When a team wins it tosses the pallino to start the next game.

Pallino: Dead Frames

- Once the pallino is in play, it remains in play even if it hits the back wall after being struck by a rolled ball.
- If the pallino is knocked out of the court or knocked backwards and comes to rest in front of the center line, the frame will end and is considered a “dead frame.” In the event of a dead frame no points are awarded, and the game will resume from the same end of the court from which the frame began, with the team that last scored rolling the pallino.

Foul Line

- Player movements are limited to the foul line. The player may step on, but not over, the foul line before rolling the pallino or the bocce ball. If a player commits a foot fault, the opposing team shall point it out, but the roll will otherwise be considered legal. If the same player commits a foot fault multiple times, it will be presumed that the intent of the foot fault is being abused, and that player’s team may be subject to a forfeit of that frame.
- When a player releases the pallino or the bocce ball, both feet must be in the court, unless the player has a significant physical impairment.

Hitting/Shooting

- “Shooting” (also known as spocking, bombing or raffa) is where a player intends to make a hard roll for the purpose of hitting and moving the opposing team’s bocce balls or the pallino. Shooting is allowed after the shooter (or another member of the team) clearly announces their intent to shoot the bocce ball so that players may be alerted in case any bocce ball or pallino exits the court and to account for any situation where bocce balls may hit the back wall. The player shooting is allowed to move up to the red line.

Scoring

- Only the “inside” team scores. One point is given for each ball of the inside team that is closer to the pallino than any ball of the opposing team.

Measurements

- All measurements should be made from the inside dimensions of the bocce ball to the inside dimension of the pallino. The teams shall decide who among them will make the measurement. At least one member of each team should observe the measurement.
- If both teams agree on which team has the inside and it is later determined that a mistake has been made, all balls played are valid. If both teams have balls remaining, the outside team rolls again. If all balls have been played, points are awarded based on the balls that are inside in accord with the “Scoring” rule.