



SPORTS for Exceptional Athletes Bocce Rules



as of 6/24/07

The Bocce Rules are based on USBF (United States Bocce Federation).

1. Number of Players

- a. In team play (four players per team) each player rolls two bocce balls. Two players from each team are permanently stationed at each end of the court for each game.
- b. Recommended roster size – 6 players – so team has 2 substitutes or alternates.
- c. All players present must play in at least 1 game per match.
- d. Substitutions are done between each game of a match.
- e. Teams may be made up of athletes with developmental disabilities, families, friends and others in the community who want to play on inclusive teams. Abilities should be at least relatively close between team members.

2. Duration of the Game

- a. Games are played to 10 points.
- b. Match consists of 3 games – team winning best 2 out of 3 games wins the match.

3. Playing the Game

- a. The team winning the toss is the starting team and chooses the color of their team's bocce balls.
- b. The starting team tosses the pallino past the center line. If the pallino hits the back board, it is invalid and that player has two more attempts to legally roll the ball inbounds. If after three attempts the opposing team shall have one attempt to legally place the pallino. If neither team legally rolls the pallino in play, the referee shall place the pallino just past the center line in the middle of the court. When the pallino has been validly tossed, the player who originally tossed the pallino rolls the first bocce ball. The team who throws the first bocce must establish the initial ("inside") point before the opposing team throws its first bocce. This may mean they might have to deliver more than one bocce if their first attempts are ruled dead. This team does not throw again until the opposing team has either gotten one of its bocce balls closer to the pallino or has thrown all of its balls.
- c. The team whose bocce balls are closest to the pallino is called the "inside" and the opposing team "outside". Whenever a team gets inside, it steps aside and lets the outside team roll. The "outside" team throws until it gets a bocce ball closer to the pallino than any of the opponent's bocce balls. This continues until both teams have used all their bocce balls.
- d. The team who scored last throws the pallino to begin the next frame.
- e. When a team wins the first game, the losing team's players exchange ends of the court and substitutions may be made on either team. The team winning the previous game will toss the pallino to start the next game. When a team wins the second game played, the losing team's players exchange ends of the court and substitutions may be made again. The team winning the previous game will toss the pallino to start the next game.
- f. Players need not alternate throws. Consecutive or alternating throws by teammates shall be at the option of the players.

4. Dead Balls

- a. Should a player's bocce ball make contact with the backboard, prior to coming into contact with another bocce ball or pallino, it is ruled dead and is removed from play until the end of the frame.



SPORTS for Exceptional Athletes Bocce Rules



- b. Players shall not step over the foul line before releasing the pallino or their bocce ball. Each team will receive one warning per game, the second time there is a foot foul, that ball will be removed and any struck balls return to their original position.
5. Measurements
 - a. All measurements should be made from the inside dimension of the bocce ball to the inside dimension of the pallino. Only an official representative from each of the opposing teams may be present during the measurement. Only the team captain may call for a measurement.
6. Shooting/Volo
 - a. Shooting is lofting the ball in the air beyond the center of the court. This play is not allowed in our league/tournaments.
7. Scoring
 - a. Only the “inside” team scores. One point is given for each bocce ball of the inside team that is closer to the pallino than any other bocce ball of the opposing team. If, at the end of any frame, the closest ball of each team is equidistant from the pallino, the frame ends in a tie and no points are awarded to either team.