**RULES OF BOCCE**

**![C:\Users\owner\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\LVQKH34B\bocce[1].jpg]()**

**Start of Match:**

The match shall begin with the flip of a coin. The winner of the coin flip may have the first toss of the pallino.

Players must stand behind the foul line to throw any ball. All balls must be thrown underhand. A player may toss the pallino any distance so long as the pallino passes the center line of the court and does not hit the back wall. The pallino may bounce off the sideboards.

If a player fails to validly toss the pallino after one attempt, the opposing team will have a chance to toss the pallino and put it in play. However, the team that originally tossed the ball throws the first game ball.

Teams may play in any order.

**Play the Game:**

If the bocce ball hits the back board, the ball is out of play. The team whose bocce balls are 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 throws until it beats (not ties) the opposing ball. This continues until both teams have used all their bocce balls (a total of 8, 4 from each team).

A team whose ball ties the opponent’s closest ball must throw again.

The team who scored last throws the pallino to begin the next frame.

Players may use the sideboards during play

If a ball is moved before all 8 balls are played, the opposing team replaces the ball to the approximate original position. This is to be done in the spirit of good sportsmanship.

The team winning the previous game will toss the pallino to start the next game.

Practice between games is limited.

**Dead Balls:**

Should a player's bocce ball make contact with the backboard, the bocce ball is considered a dead ball on impact and is removed from play until the end of the frame.

If the thrown ball comes to rest on the pallino or another ball that is touching the back wall, that thrown ball remains in play. The ball touching the back wall is removed from play. If the pallino is touching the back wall, it remains in play.

If a ball, after hitting the backboard, strikes a stationary ball, that stationary ball shall be replaced in its original position. The thrown ball is removed from play.

**Foul Line:**

Player's movements are limited to the foul line. The player may step on, but should not step over the foul line before releasing the pallino or bocce ball.

**Disputes:**

The teams playing will referee their own games. Final decisions are made by the person(s) in charge of the team rosters.

**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. 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. The game will resume from the opposite end of the court with the same team tossing the pallino.

When using the measuring string, first press and rotate the balls in question as well as the pallino. If a ball is accidentally moved, return the ball to its original position.

Only the inside balls are awarded points. One point per ball. If a ball is touching the pallino at the end of the frame, two points are awarded for the “baci” or kiss.

**Measurements:**

All measurements should be made from the **inside dimension** of the bocce ball to the inside dimension of the pallino using the cup and string provided.

**Conduct and Courtesy:**

If a player is standing in the playing half of the court and the opposing team requests that the player step aside, that request should be honored.

Only participating players should be on the court while the game is in progress. Spectators are not allowed on the courts at any time during regulation play.

Courtesy and respect should be displayed at all times.