

HERONS GLEN BOCCE ASSOCIATION

Rules for Play

TEAMS:

1. A team on the court has 4 players, 2 stationed at each end of the court, with each player throwing 2 balls. Players are not allowed to switch ends during a game. A team may have one or more substitutes on a team. Mixed teams should try to have 2 men and 2 women.
2. A team may play a match if only 3 players are present, however, no player is permitted to throw more than 2 balls. A team without at least 3 players present at the scheduled game start time forfeits the game with zero points and the opponent is awarded a full game score of points (i.e. 12, 16 ,21).
3. A team must have one player designated as the team captain. The team captain participates in the coin toss and assigns players to their positions on the court for the match. The team captain may designate a player as an “end captain” for the end of the court opposite that of the team captain. Only team captains or an end captain may go on the court for measurements.

COIN TOSS:

1. The match begins with the flip of a coin between the captains of each team. The winner of the coin toss has the first throw of the pallino and chooses the color of his team’s balls.

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 side boards.
2. The pallino must end up across the center line and at least 12 inches away from the sideboards and come to rest short of the foul line at the opposite end of the court. If a thrower fails to do this, the throw goes to the other team. If the second throw fails to place the ball in the throw continues to alternate between team players until the pallino is “in play”.
3. If a player throws the pallino and/or the first ball when the other team should have made the throw, 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 centerline. Or out of the court. If this happens the frame is considered void and the game resumes at the opposite end of the court. The same team throws the pallino.

BOCCE BALL THROW:

1. The initial pallino thrower always throws the first bocce ball. All balls are thrown underhand. If the first ball hits the backboard without hitting the pallino first, the ball is removed and the team throws again (alternating partners) until a ball is in play.
2. All bocce balls are thrown from behind the foul line.
3. 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 the opponents have thrown all 4 of their balls.
4. Balls may be bounced off or played against the 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.
6. If a player throws the wrong color ball, it is replaced with a correct colored ball after the ball comes to rest.
7. If a player throws when the other team should have thrown or throws more than 1 ball, that ball or balls is/are removed from play.
8. 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 disturbed by the throw are reset to their approximate original position. If the balls are sufficiently disturbed that the original positions cannot be determined, the frame is replayed. If the disturbance is caused by a team member, the ball is considered a dead ball and it is removed from play.
9. If any team's legally thrown ball is moved (accidentally or intentionally) from its resting position by any team member, the offended team receives 4 points for that frame and the game resumes.
10. If it is impossible to determine the "IN" ball during a frame or which balls are closest to the pallino by visual means a measurement must be made to determine the outcome. The person doing the measurement should press the device over the pallino and extend the rule the ball suspected to be the "IN" ball. The rule must be locked and rotated to the other balls in question to establish the outcome. If a ball is accidentally moved during a measurement it should be returned to its approximate original position.
11. A bocce ball, for whatever reason, that leaves the court is a dead ball and is removed from play.

12. Lofting balls beyond the centerline is not allowed. A lofted ball is considered a dead ball and is removed from play.

FOUL LINE:

1. The foul line must be clearly marked.
2. Players may step on the line but not over it before releasing the pallino or bocce ball. If a player violates the foul line he/she shall receive one warning per game. If subsequent violations occur, the thrown ball is considered a dead ball and removed from play.

SCORING:

1. The official score for a frame is determined after all eight balls are thrown and measured to the captain's satisfaction. One point is awarded for each ball of a team that is closer to the pallino than any one of the balls of the opposite team (maximum points per frame is 4).
2. If each team's closest ball are tied, no points are awarded and the next frame continues. The team that delivered the pallino in the previous frame continues to deliver the pallino.
3. The team that first scores the game point wins the game. The winning team does NOT have to win by a 2-point margin.
4. The number of games to determine the outcome of a match is determined in advance of the starting of the match.

SUBSTITUTION:

1. It is the responsibility of each team player to obtain a substitute and notify the team captain if they cannot play a scheduled match.
2. Substitutes must be extra players on a league's substitute roster. If at all possible a substitute should only be used once during that day of league play. The opponent's team captain must approve any exception.
3. Substitutions may only be made between games or between frames. Only one substitution during a game is allowed. In case of an injury, an exception is granted.
4. A player replaced during a game cannot reenter that game or any subsequent games of that match.

TEAM CAPTAIN:

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 team captain.
3. Only the team captain or the end captain may go on the court for measurements. A captain or end captain may call for measurements to determine the “IN” ball or to determine points in a frame.
4. The team captain or end captain is responsible for assuring that the team’s points are posted correctly.
5. The team captain is responsible for reporting the final game score to the record keeper.

LOCAL RULES:

1. Due to specific conditions additional rules relative to safety, behaviors, equipment, and compliance to community standards may apply. Local rules shall be posted on the information site at the courts.
2. Protests should be filed with the officers of the HGBA. Contact information is available on the HGRD website.
3. After each match the court shall be groomed for the next players using the court. The concrete areas should also be swept. If you suspect that you are the last player(s) using the court for that day, all sun umbrellas shall be closed.