STONEWALL BOCCE

Columbus, OH I Est. 2017

RULE BOOK

**Adopted Fall 2021**

1. **How To Win**
    1.1.   First team to score 15 points
        1.1.1.   15 points regardless of opponent's score
    1.2.   Higher score after 45 minutes
        1.2.1.   Players will be notified when 10, 5, and 1 minute(s) remain
        1.2.2.   Players should finish any games being played when time is called
        1.2.3.   There will be no deciding game if both teams are tied when time runs out. The tie is recorded as such.
    1.3.   Forfeit
        1.3.1.   Teams must have at least 2 players present at the start of each match. Any team that does not meet this requirement will automatically forfeit the match.
        1.3.2.   This will be recorded as a win for the opposing team with a score of 15-0
        1.3.3.   If both teams forfeit, score is recorded as a 0-0 tie

2. **The Playing Field**
    2.1.   Matches are held on a court marked by 8 cones forming a rectangle 78' long and 12' wide.
    2.2.   The centerline is formed by the 2 middle cones which separate the court into 2 sides.
    2.3.   The foul lines are formed 10' in on each side:
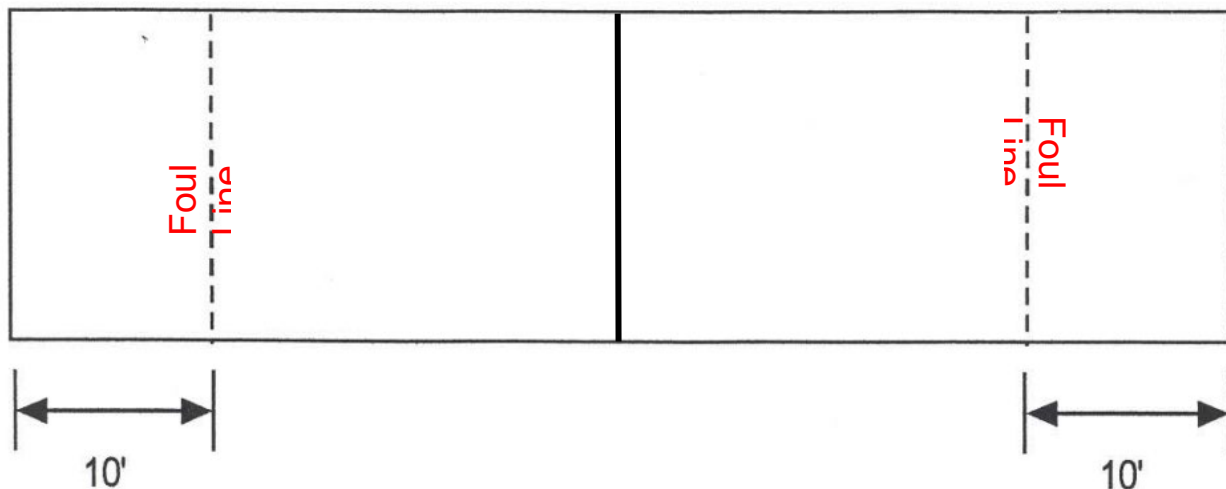
3. **Equipment**
    3.1.   8 bocce balls consisting of 4 each opposite colors
    3.2.   1 Pallina (the small, white ball)
    3.3.   Scoring essentials: scoreboard and measuring tape
    3.4.   While participating, players must wear the official League t-shirt designated for the current season – no other shirts are permitted unless for special events sanctioned by League. Players are permitted to alter or decorate their shirts; however, no alterations or decorations may infringe on the League's or Sponsors' logos.

4. **Gameplay Rules**
    4.1.   At the start of each game, captains will meet to determine which team will throw the pallina first. This can be accomplished via mutual agreement, rock paper scissors, etc.
    4.2.   Turn Order for Team Players
        4.2.1.   To ensure everyone gets an equal chance to participate, players should ensure every player on their team has had an equal number of turns before taking another.
        4.2.2.   Teams could also consider this patterning for tossing the pallina

Order of play for first 6 bocce turns	Order of play for 2nd 6 bocce turns
Player 1	Player 5
Player 2	Player 3
Player 3	Player 1
Player 4	Player 4
Player 5	Player 2
Player 6	Player 6

    4.3.   Pallina Toss
        4.3.1.   Each round in a game will begin with a pallina toss
        4.3.2.   The first team to throw the pallina will be decided as described in 4.1
        4.3.3.   All other pallina tosses will be performed by a player from the team who last scored
        4.3.4.   For a pallina toss to be considered valid it must be thrown from a player standing behind the foul line and the ball must come to rest in fair territory.
        4.3.5.   After 2 unsuccessful tosses - the other team is given the right to toss the pallina
        4.3.6.   **Note:** The pallina must remain in fair territory for the duration of the game. If the pallina is knocked out of bounds by a bocce ball, the round ends with no score and the point is replayed from the opposite side.
    4.4.   Bocce Ball Toss
        4.4.1.   The person who lands the pallina toss is the first person to play a bocce ball
        4.4.2.   The opposing team plays the 2nd ball
        4.4.3.   All subsequent balls are played in an every other team fashion
        4.4.4.   Round ends when all 8 bocce balls have been played
    4.5.   Live Ball vs Dead Ball
        4.5.1.   A bocce ball that remains anywhere inside the fair territory is a live ball
        4.5.2.   A bocce ball that travels out of fair territory without coming into contact with any other balls is considered a live ball

4.5.3. When a bocce ball being played makes contact with a live ball within the boundaries of the court one of the following could happen:

    4.5.3.1. If both stay with fair territory, both balls are live balls

    4.5.3.2. Any balls that end up out of bounds are dead balls

    4.5.3.3. **Note:** dead balls should be removed from play area immediately

4.5.4. If a player is not standing behind the foul line when playing their bocce ball, their bocce ball is a dead ball regardless of where it lands

4.5.5. When a bocce ball makes contact with a ball that is out of bounds - both balls become dead balls on contact regardless if either find their way back in fair territory

5. **Scoring**

  5.1. Only one team can score in each round

  5.2. The team with the bocce ball closest to the pallina will earn 1-4 points

  5.3. A point is awarded for every bocce ball closer to the pallina than their opponents closest bocce ball

  5.4. Only live balls can be scored.

6. **Measuring**

  6.1. Each team should designate a single player to handle all measuring throughout a given game

  6.2. To best measure distance, locate the highest point of each bocce ball and the pallina. This should be the center of the ball from an aerial view.

  6.3. Measure from the center of pallina to center of each bocce ball and compare

  6.4. When games require measuring - both captains must agree that the measurement has been done correctly and agree that the score is accurate.

  6.5. If captains cannot agree - escalate to the Sports Director (or designee in their absence).