

Skippack Township
Parks & Recreation Department
4089 Heckler Road
P.O. Box 164
Skippack, PA 19474
Phone: 610.454.0909 Fax: 610.454.1385
Email: Parks@skippacktownship.org

GAME RULES

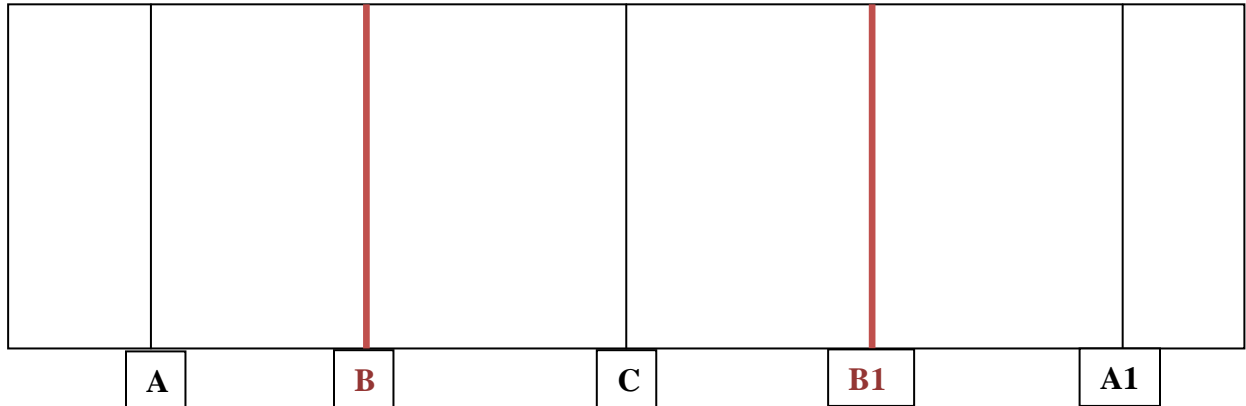
Basics

- Matches consist of two to three games. Best of three games wins the match.
- A team is made up of a maximum of 10 players and a minimum of 4 players.
- The times for the evening games are set at 6:30pm and 8:00pm. A team on the court must have 4 players (2 stationed at each end of the court). If a team has 3 players a walker can be chosen by the opposing team. The opposing team may choose a different walker each game, but the walker can not be changed during a game. Once the 4th player arrives they must join the game immediately. If only 2 players are present then the game is considered a forfeit.
- If the 6:30pm (early) game does run over into the 8:00pm (late) game time it is at the discretion of the teams playing the late game to reschedule the game or to play.
- If a game is not played due to forfeiture, or other circumstances it is up to the teams to decide if they would like to reschedule. If the game can not be rescheduled then the team that was unable to make the original scheduled game will forfeit.
- The bocce equipment will be located in the equipment room at the bocce pavilion. It is the responsibility of each team captain to get a key from the township building before the first game. Keys require a \$10.00 security deposit. If you choose not to check out a key you must rely on other members of the league for access to the equipment room.
- Each team plays with 4 balls per team.
- Each team must have a captain for the season.
- Only players registered to the playing teams may enter the court during play.
 - o Players from opposing teams may not remain in the playing area when the other team is shooting.
 - o No player may play unless they are registered, waiver is signed, and admission fee is paid.
- Substitutions
 - o Only in the event of medical or other verified emergencies may a player be substituted during the process of a game. Emergency substitutions will only be made at the end of a frame; if this is not

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Bocce Rules 1
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possible, the frame will be considered dead. However, once the substitution has been made, the substitute must complete the game. This is at the discretion of the referee.

Play



- The match begins with the flip of a coin with the winner earning choice of the balls (house balls only – no outside balls are to be used), color of the balls, first toss of the pallino and first throw.
- The pallino must end up completely across the first red line (B or B1), and may not pass the spocking/hitting line (A or A1), and come to rest twelve inches (12”) from the side boards. The first colored ball that is thrown must completely pass the red line (B or B1).
 - o The team possessing the pallino will have one attempt at placing the pallino within the acceptable playing area described above. If this attempt is unsuccessful, the opposing team will then have one opportunity to place the pallino. If this attempt is unsuccessful, the referee will place the pallino in the center of the court
- The players of any given team may elect to play their ball in any rotation provided the player who tosses the pallino delivers the first bocce ball. The rotation may vary from frame to frame; however, no player may deliver more than his/her allotted number of balls per frame.
- All bocce balls must be thrown from completely behind the pointing foul (A or A1) line. A warning is issued for the first infraction. Second infraction results in the ball(s) being disqualified.
- Each succeeding ball is thrown by the team that does NOT have the ball closest to the pallino.
- A bocce ball, for whatever reason, that goes out of the court is a dead ball and is removed from play for that frame.
- Lofting the ball in the air beyond the centerline of the court is not permitted. Standard Penalties apply.
- If a bocce ball hits the backboard without hitting any other ball it is considered a dead ball.
- If the pallino is knocked either out of the court or back in front of the redline (B or B1) during play, the frame ends with no score and is restarted from the same end of the court with the same team throwing first. This is a Do-Over.
- Only one ball may be rolled at a time, except when rolling the pallino

- Each team gets one warning per match
- Second time the ball is disqualified
- If a player delivers a wrong color ball, the ball may not be stopped by another player or the referee. The ball must be allowed to come to rest and replaced with the proper color ball by the referee. (a warning is given the first time, the ball is disqualified any time after that).
 - Not Replaceable – If a player delivers a wrong color ball which cannot be replaced without disturbing another ball already in play, the points of the play will be recorded at that time, wrong color ball counting for team which rolled or delivered it, and play will continue. It will be the responsibility of the two-team captains and the referee to maintain identity of the “wrong color” ball(s).
 - Unidentifiable – If a player delivers a wrong color ball, which cannot be identified by the referee as a result of hitting or scattering of balls, the frame will be considered dead and no points awarded.
- If a player rolls a ball out of turn the ball is disqualified.
- If a bocce is rolled and does not completely pass the redline (B or B1) that ball is disqualified.
- Team with pallino must establish initial point.
 - Initial Point – It is always incumbent upon the team with the pallino advantage to establish the initial point. Example: Team “A” tosses the pallino and delivers the first ball. Team “B” elects to hit Team “A”’s ball out of position. In doing so, both balls, Team “A”’s and Team “B”’s fly out of court, leaving only the pallino in the court. It is incumbent upon Team A to re-establish the initial point
- The player tossing the pallino must deliver the first ball. The opposing team will then deliver their bocce balls until the point is taken or they have exhausted their four balls. This “nearest ball” rule governs the sequence of played balls. The side whose ball is the closest to the pallino is called the “in” ball and the opposing side the “out” ball. Whenever a team gets “in”, it steps aside and allows the “out” team to deliver.

Scoring

- At the end of each frame (when both teams have exhausted all balls), points will be determined as follows: Scoring points are all those balls of one team closer to the pallino than the closest ball of the opposing scoring team, which can be determined by viewing or by mechanical measurements.
- One point is awarded for each ball of a team that is closer to the pallino than the opponent’s closest ball (1 to 4 points).
- If each team’s closest balls are tied, no score is made.
- The team winning two out of three games wins the match.
- If there is a tie the following rules apply:
 - If a team throws a ball that ties the other team for ball closest to the pallino, they may continue to throw until they are in or they have no more balls left to throw.
 - If there are no more balls to be thrown and two balls are tied as the closest to the pallino, there is no score. This is a Do-Over.
 - If there is a tie for any balls other than the closest ball to the pallino (and there are no more balls to be thrown), only the balls closer to

the pallino are used to score. In other words, if there is one red ball closest to the pallino, then a tie for 2nd place, and another red ball for 3rd place, you don't count the third place red ball. Only the closest red ball counts as a score.

Standard Penalties

- For the violation of any rule that requires the removal of a bocce ball from play, that ball is immediately removed from play until that frame has been completed. The ball should be placed on the holder at the opposite end of the court so team members can see how many balls have been thrown.
- If possible, any balls moved because of the action of the violation ball are reset to their approximate original position. If balls are sufficiently moved that the approximate original positions can not be determined, the opposing team has the option to leave the balls as they lay or replay the frame.

Referees

- Referee: agreed upon by both teams, makes all calls (final call, ties possible); players can ask the referee to make a measurement when it is their roll; they may ask the referee to make a second measurement
- No member of a team or registered substitute of a team will be allowed to assist in officiating a game in which that team is also playing.
- Referee resolves all discrepancies during a match
- Referee is the only person to make a measurement
- Only one representative from each team may go out on the court to see a referee's measurement. A team may ask for two measurements only on a ball in question. The referee makes final call
- No balls are to be moved until the referee makes his/her call. If any balls are moved that are in question before the referee makes a call, the referee may grant points for any ball moved that was in question under his/her discretion.

Court Etiquette

- One minute between rolls
- There will be no loitering in the bocce shed for any reason. The shed is to store our equipment and nothing else.
- Unsportsmanlike Conduct
 - o Players shall act in a sportsmanlike manner at all times. Any act that is deemed as poor sportsmanship such as insulting language, gestures, actions, or words which engender ill will, if flagrant, may result in disqualification.
- Attire
 - o Players will dress in a manner that will bring credit to them and the sport of bocce.
 - o Players wearing objectionable or offensive clothing, or who are improperly attired, may not be allowed to participate in a tournament.
 - o Players will not be permitted to wear shoes, which may damage or disrupt the court surface.
 - o Only sneakers or soft, smooth soled shoes may be worn on the court.

- All participants must abide by the Township Park Rules while in the park otherwise resulting in disqualification.

Scorecard

- It is the responsibility of each team captain to record and sign the scorebook after a match. The signatures will indicate the indisputability of the final score. Games in which protests will be filed should not be signed by any captain disagreeing with the score or its validity.

Time Out

- The official may grant a time-out whenever the circumstances explained appear to be of sufficient validity to do so. The time-out will be limited to ten minutes.

Specific Fouls

- Foul-line Fouls – In both pointing and hitting, the foot must be completely behind the entirety of the line. All fouls must be called by a referee as a result of witnessing the foul. One official warning may be granted each team after which penalties will be prescribed. The penalty for a team committing a second foul-line infraction will consist of one of the following two options:
 - o The team fouled against will be awarded points as they were immediately preceding the foul, and the frame will end. The referee will make the final judgment as to how many points were actually “in” at the time. The team committing the foul will be awarded no points for the frame.
 - o The fouled against team may have the option of declining the penalty and completing the frame.
- Illegal Movement of a Ball Belonging to Your Own Team – If a player moves one or more of his/her team’s balls “in contention”, the ball(s) are removed from the court and considered dead and play continues. Balls not immediately “in contention” may be replaced as close as possible to their original position. “In contention” is herein defined as a ball(s) close enough to the pallino to require measurement to determine whether a point may be awarded.
- Illegal Movement of an Opponent’s Ball – If a player moves one or more of his/her opponent’s balls “in contention”, those balls will be awarded one point each and play continues. Only the team fouled against can be awarded points for that frame unless the penalty is declined.
- Illegal Movement of the Pallino by a Player – If the pallino is moved by a player, the team fouled against may be awarded as many points as the number of live balls that were “in contention” plus the number of balls yet unplayed by that team during the frame in which the fouled occurred.
- Declination of Penalties – The team fouled against shall retain the privilege of declining any of the prescribed penalties and completing the frame.
- Accidental or Premature Movement of Balls or Pallino by Referee
 - o Accidental Movement of a Ball or Pallino During Play (when more balls are yet to be played) If a referee, either in the course of measuring or otherwise moves a ball “in contention” or the pallino, the frame is considered dead and started over at the same end.

- Accidental or Premature Movement of a Ball or Pallino by a Referee After All Balls Are Played – If the point or points were obvious to the referee, they will be awarded. All uncertain points will not be awarded.
- Interference with a Ball in Motion
 - By One’s Own Team – If a player interferes with his/her team’s ball in motion, his/her team automatically forfeits the ball and play continues. If balls in play are disrupted as a result, the balls are moved back to where they were previously
 - By Opponent’s Team – If a player interferes with an opponent’s ball in motion, the team fouled against has one of the following options:
 - playing the ball over.
 - declaring the frame dead.
 - declining the penalty, accept the lie of the touched ball, and continue playing.
 - With No Disruption of Position – If a spectator, animal or object interferes with a ball in motion and that ball does not touch another ball already in play, it must be played over by the same player.
 - With Disruption of Position – If a spectator, animal or object interferes with a ball in motion and that ball touches another ball already in play and “in contention”, the frame is dead.
- Other Disruption of Play – Any action which interferes with the position of the pallino or the ball of each team closest to the pallino renders the frame dead. In the event balls other than the pallino or the two opposing balls closest to it are moved, they may be replaced as close as possible to their original position by the two captains or referee. Such disruptive action may be the result of a dead ball from another court, foreign objects, spectators, or animals entering the court and changing the position of the ball(s) in play.
- Wrong Rotation of Play
 - Initial Roll – If a team wrongly delivers the pallino and its first ball, the referee will return both pallino and ball and begin the frame over from same end.
 - Subsequent Rolls of Proper Color in Improper Sequence – If a player delivers his/her ball when his/her team is “in” and the other team still has balls left, the ball in question remains where it comes to rest, is considered “live”, and play continues. This ruling holds true regardless of who indicated which ball was “in” since it is the responsibility of each team to request a measurement when an “in” point is questionable.

Other Circumstances

- Broken Ball
 - During Play – If during the course of a frame a ball or pallino should break, the frame will be considered dead. Replacement of ball or pallino will be the responsibility of the Park and Recreation Director.
- Court Grooming
 - Prior to Play – It is the responsibility of the home team to groom the court before play.

- Court Grooming During Play – Courts may not be regroomed during the course of the game. Obstacles or objects such as stones, cups, etc. may be removed during the course of a game.
- Unusual Court Conditions – If in the opinion of the Park and Recreation Director, the court conditions are such that play is impractical, the game can be stopped and resumed on another court or at another designated time.
- Moving Objects
 - Moving Ball or Pallino – No player may play his ball until a pallino or another ball has come to a complete rest.
- Delays Caused by Weather, Acts of God, Civil Disorder or Other Unforeseen Reasons - In such delays, the ruling of the Park and Recreation Director will be decisive and final.

DEFINITION OF PLAYING TERMS

1. Ball: Live and Dead
 - a. A live Ball is any ball in play that has been delivered, or waiting to be delivered
 - b. A dead Ball is any ball that has been disqualified or forfeited. A ball may be disqualified if:
 - i. it is the result of a penalty.
 - ii. it has gone out of the court.
 - iii. it has come in contact with a person or object which is out of the court.
 - iv. it hits the top of the court boards.
 - v. it hits the covering over the courts or any supports thereof.
2. Bocce Ball and Pallino
 - a. Pallino is a small object ball sometimes called cue ball, jack, beebie, etc.
 - b. Bocce Ball is the larger playing ball.
3. Other Terms
 - a. Hitting is sometimes known as spocking, shooting, bombing, etc. A delivery that is thrown with sufficient velocity that it would hit the backboard if it missed the target. The shooting line will be used to determine a foul.
 - b. Bank Shot refers to playing a ball off either of the side boards.
 - c. Pointing is a ball delivered to obtain a point close to the pallino. The pointing line will be used to determine a foul.
 - d. Frame is the period in the game in which balls are played from one side of the court to the other and points are awarded.
4. Foul
 - a. A foul is a rule infraction for which a penalty is prescribed.
5. Match
 - a. Best of three games.
6. Frame
 - a. The throwing of eight balls, four from each team, from one end of the court. Only one team can score per frame.